

THE AMAZING SPIDERMAN SWINGS ONTO THE GAMEBOY COLOR

Pokémon

G A M E R

TRADING CARD  
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Gotta Trade 'Em All



Last word on Link's new adventure!

# LEGEND OF ZELDA MAJORA'S MASK

Huge look at Link's latest and greatest adventure!

THE WORLD  
IS NOT ENOUGH

James Bond returns to the N64  
Is it better than Perfect Dark?

# STAR WARS Battle for Naboo

Save Queen Amidala from the Empire!

ISSUE 34 DECEMBER 2000





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Mike O'Pallack. Professional In-Line Skater. Nike Comfort Short.  
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# N64Gamer



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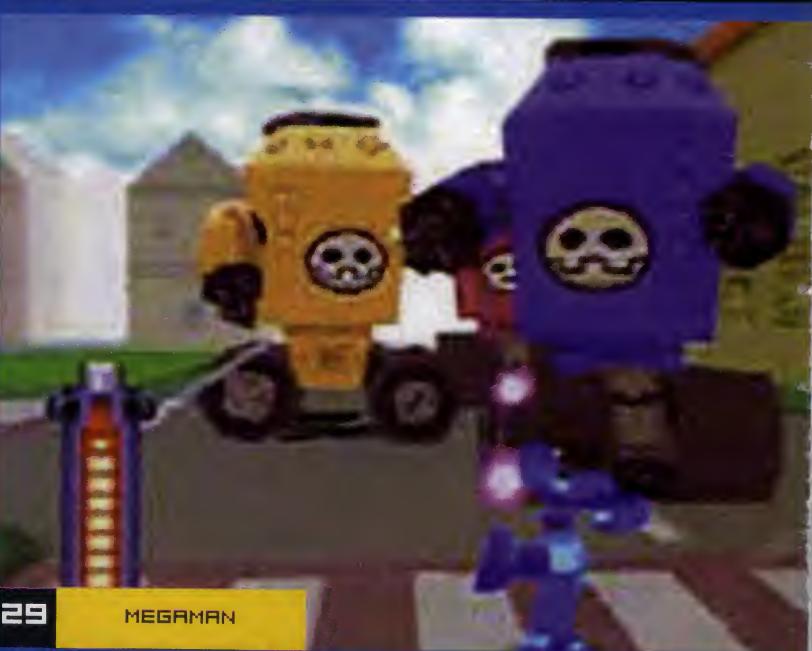
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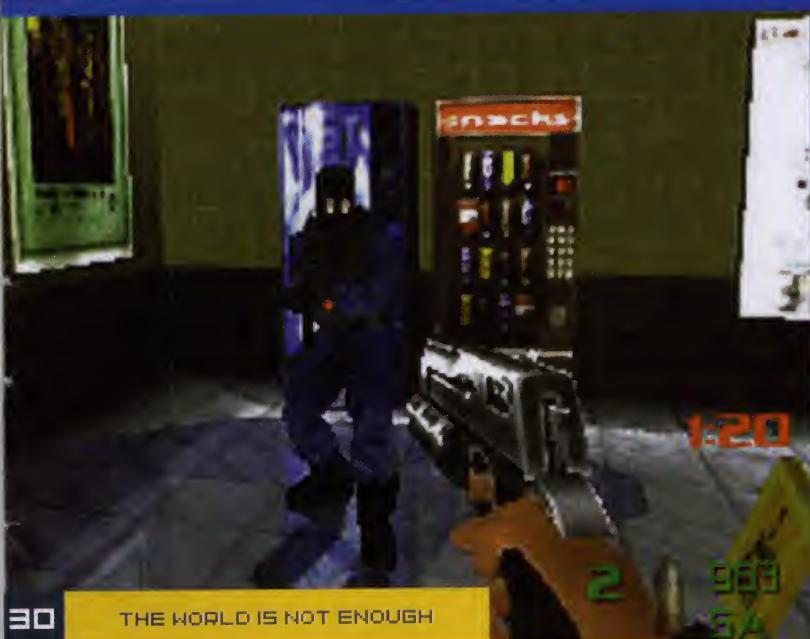
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## Goldeneye versus Perfect Dark

I realise that Joanna Dark is held in an esteem, by N64 owners, similar to that of the virgin Mary but I have something to share. I had more fun playing Goldeneye than I do with PD.

Sure, given the choice between the two of I'd take Jo any day but Goldeneye is special because it came out of left field. Rare had a few hits under their belt but everything they had done was a copy of something Nintendo had already done better. Goldeneye revolutionized the first person shooter genre. Doom and Quake may have made the genre popular but it was Goldeneye that added missions, stealth and enemies who were sensitive to which part of their body was shot.

Aside from the technical jump that Goldeneye was it also was more fun for me personally. I spent the summer of 97/98 with three friends, who were all on uni holidays, playing Goldeneye every day. We were all new to the genre so all of equal skill (lack of skill would probably be a more accurate description) and discovering this game together was a bonding (no pun intended because puns suck) experience. Looking back I find it hard to believe that I could get so totally lost in the Basement level that I wouldn't see any opponents for five minutes. We played nothing but Stack with pistols while we were learning. The weapon sets were brilliantly balanced.

And therein lies most of my problem with Perfect Dark's Combat Simulator. There are too many choices to make. There is so much to the game that you can never get the most out of each bit. I know every part of every level of Goldeneye. I know where every weapon and every ammo box is positioned. I am never going to be as familiar with PD as I am with Goldeneye. Goldeneye is a classic while Perfect Dark is simply a wish list fulfilling booster pack.

Bye,

**Peter Hart**

**Editor**

BOWSER'S

# Bulletin



This is the place to find out everything that's hip and happening in the N64 world!

## THE NEXT POKEMON STADIUM

### C'mon, Jigglypuff

You can't keep a good thing down. Pokemon Stadium has been doing a roaring trade since its release a few months back and gamers everywhere are eager to find out when they'll be able to upload all the new tiles from their Gold and Silver GBA paks. Well, unfortunately the answer is "not very soon." The GS version of Stadium looks to be one of the very last games released on the N64 before the Gamecube debuts next year. To tide you over here are a few screens from the Japanese game.



## Power of the Puff

### Go, Girl Power!

The Powerpuff Girls have taken the cartoon watching demographic



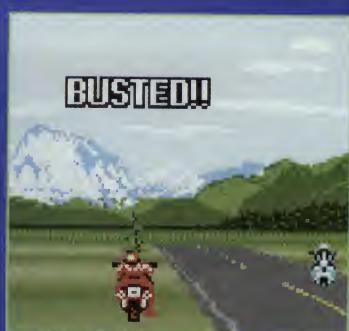
by storm and are soon to invade the GBC in three separate games. That's one for each of the girls. In a similar fashion to the up-coming Zelda trilogy all three title will be able to exchange data via the infra red port. Blossom is the first girl on the shelves with Bad Mojo Jojo and she will be followed shortly by Bubbles and Buttercup titles.

## Bash and Crash

### Doing the 'Rash

Some series just don't know when to call it a day. Ten years ago Road Rash was a fantastic idea. It was one of my favourite games on the Megadrive. Since then it has appeared on everything and

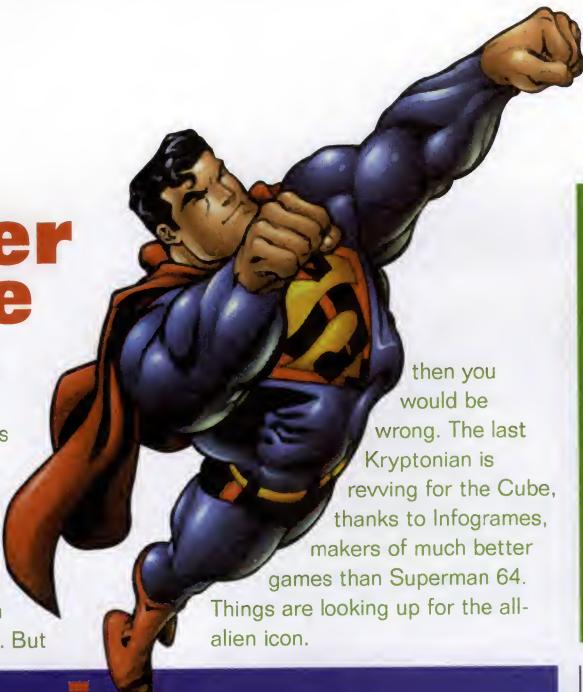
the games are getting worse. Luckily, the Game Boy is the perfect spot for retro gamers to play old games without fear of them being needlessly updated or 3Dised. For this reason, I can't wait to get my hands on it.



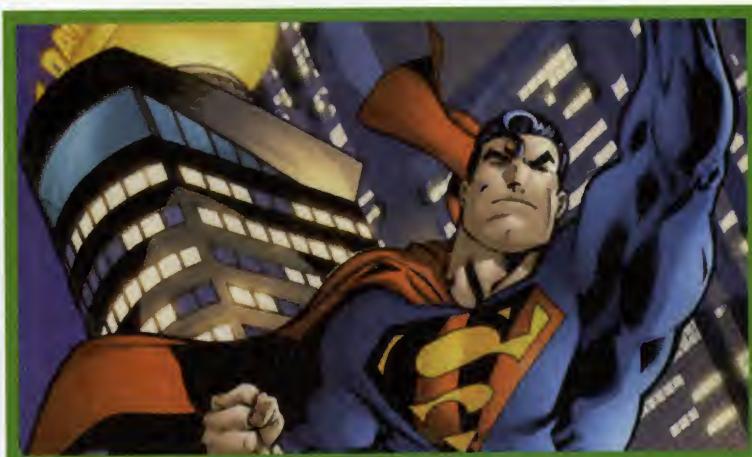
# Super Cube

## Clark Kent in hiding

After the atrocious thing that was Superman 64 you'd think that the Man of Steel would never dare show his face in a video game again. But



then you would be wrong. The last Kryptonian is revving for the Cube, thanks to Infogrames, makers of much better games than Superman 64. Things are looking up for the all-alien icon.



# Vampire slaying fun

## Drac on a stake

Newer gamers may be unfamiliar with Castlevania games that are actually fun to play, as opposed to the 3D atrocities that paraded themselves across the N64. Back in the olden days, of 8 and 16 bit gaming, the name "Castlevania"

was synonymous with quality 2D platforming action. One of the first games up for the next Game Boy upgrade is Castlevania: Circle of the Moon. Needless to say you will required to take control of a Belmont kinsman and kick more bloodsucking butt than Buffy.



# Run, Chicken, Run



## The Wrong Trousers

Chicken Run is the fun-filled movie from Aardman Studios, the guys behind the Wallace and Gromit animations. Wherever goes the movie, there follows the licensed game. Chicken Run, the game, fol-

lows the plot of the movie, in which you control the hero, Ginger, whose job it is to help the inhabitants of Hut 17 escape to freedom, over the fence, instead of becomes tomorrow night's dinner.

# The Official Australian Console Games Chart

Compiled by Inform in association with AVSDA

August 2000

## Top 20 Best Selling Full Price N64 Games

(+ \$39.95 inc. GST)

Position	Game Title	Game Type
1	↔ Perfect Dark	Action
2	↔ Pokemon Stadium	Action
3	↑ Donkey Kong 64	Platform
4	↓ Mario Party 2	Family
5	↓ Mario Kart 64	Racing
6	↑ Tony Hawk's Skateboarding	Sports
7	↑ Super Mario 64	Platform
8	↓ Goldeneye 007	Action
9	↔ Diddy Kong Racing	Racing
10	↔ Pokemon Snap	Family
11	↓ Super Smash Brothers	Sports
12	↑ Operation Winback	Action
13	★ Taz Express	Adventure
14	★ Kirby 64: Crystal Shards	Platform
15	★ Excite Bike	Racing
16	↓ Mario Golf	Sports
17	★ Mission Impossible	Adventure
18	↔ Star Wars: Ep I Racer / Banjo	Bundle
19	↔ Gauntlet Legends	RPG
20	↓ Rayman 2	Platform

**inform**

© New entry    ↔ Non mover  
↑ Up from last month    ↓ Down from last month

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## Twisted childhood nightmare

### Burton-esque movie inspires game

Carnivale was, apparently, an animated movie from a member of Tim Burton's team. For those who don't know, Tim Burton is known for his dark, twisted movies, such as Batman, The Headless Horseman and The Nightmare Before Christmas. Carnivale is the story of a travelling side show with a sinister side to it. Little is known about the game so far except that it will follow the plot of the movie and may be a platform game. More on this mystery as it unfolds.



## The future is a dark place to live

### Robot humans to rule

Silicon Knights are one of the previously independent developers, who have been snapped up by Nintendo to work in a second party capacity. This means that all of the games they produce will be exclusive to Nintendo consoles, just as Rare's games are. For the last two years they have been working on an epic game for the

PSX that was set to take role playing to the next level. Now that they only work for the big N Too Human, as the game is known, will be appearing on the Gamecube. With such a large chunk of development time already invested it should be released very early in the next console's life cycle and may even tide Zelda fans over for a while.

## Very Important person

### Big boobies, right here

Fans of Pamela Anderson's breasts, listen up. The Babe Watch star and Playboy model is revved up and ready to star in her own action packed Game Boy Color title. The game follows the plot of her latest television vehicle, VIP, in which she plays the part of a body guard to the stars. It would be better if



she played the part of a human blanket but I guess you can't have everything.

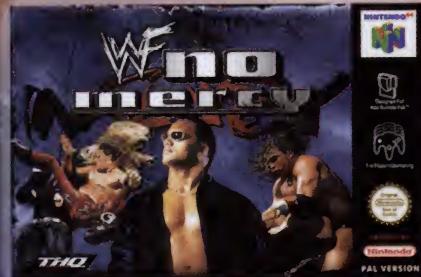


# WWF No Mercy

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## Teen schoolgirl romp



Achi



Sin and  
Punishment:  
Successor to  
the Earth is the  
title of an upcoming  
shooter for the N64.  
The title is very  
anime-ish, with a future-  
set story line and star-

"I've been naughty and must be punished"

Airan  
Jo

ring cute, teenage girls who pack a mean punch. The gameplay is a 2D shooter with 3D graphics. The character is visible on the screen and needs to dodge attacks while shooting so many enemies that it's hard to keep track of them. The controls are kept very simple so the pace can become very fast.

Saki  
Amemiya



It's  
due  
out in  
Japan soon so  
we should  
(fingers  
crossed) see it  
here in early  
2001.



## It's the Antz Pantz

### Speed racing

Kart racing games are all the go. On the big consoles they are all Mario Kart Klones while the Game Boy seem to have the Micro Machines, overhead, three quarter angle thing happening. Antz, the computer generated movie, is the latest inspiration for

this style of game. As with most genres it doesn't matter if the game isn't too original because fun is all that counts. Antz looks to have that in spades. A link up mode is also planned, along with ten tracks and all your fave characters.



## Puzzling gameplay

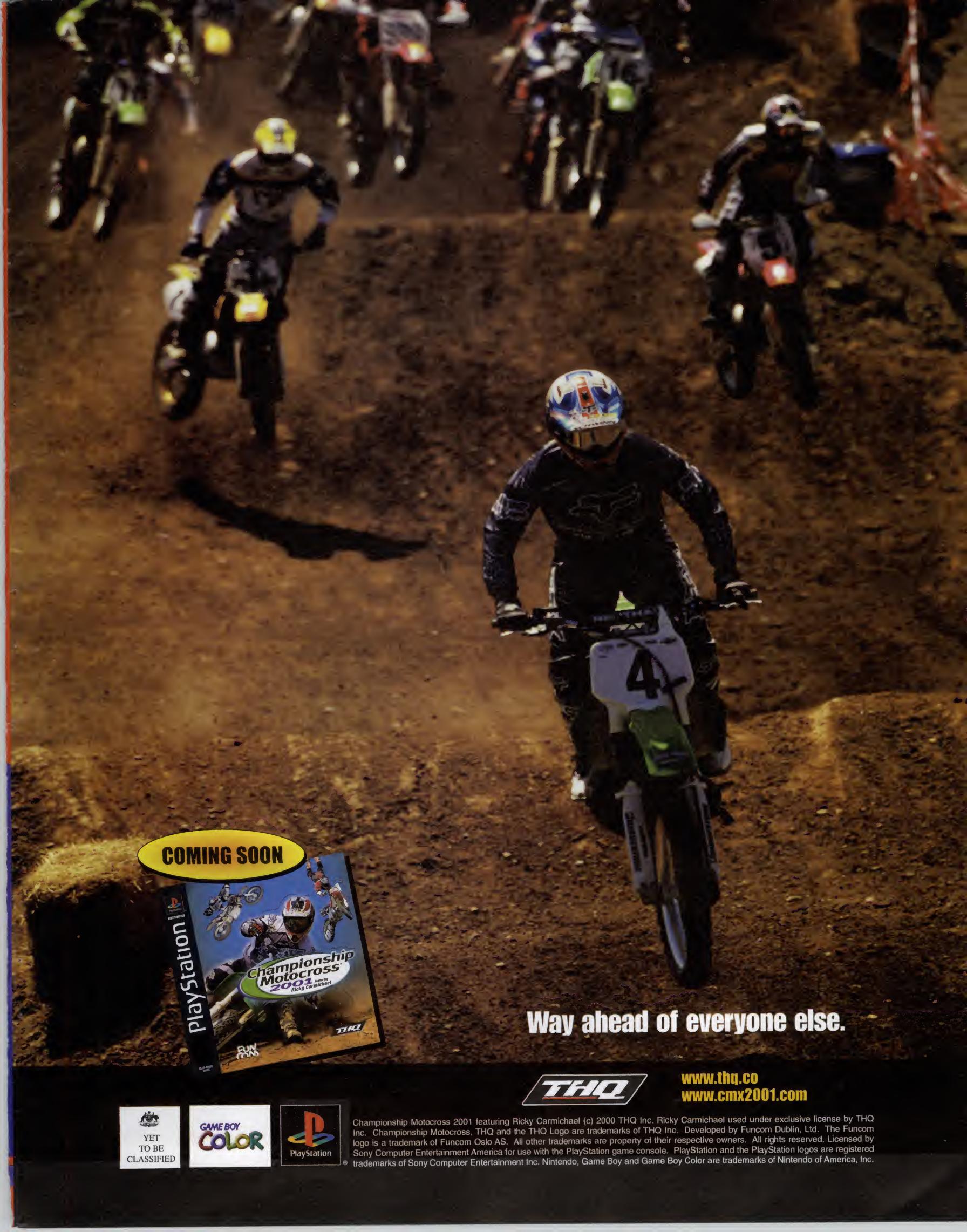
### Better than a pokémon in the eye

The cool thing about puzzle games is that they don't require much processing power so can appear on any console and work perfectly. Tetris is the perfect example of this, as well as being the perfect example of a perfect puzzle game. For those of you who love pokémon and love Tetris clones then this game is for you. Graphics aside, it will be almost identical to the N64 version. So if you're too busy to sit in your lounge room playing, hit the road with your GBC.

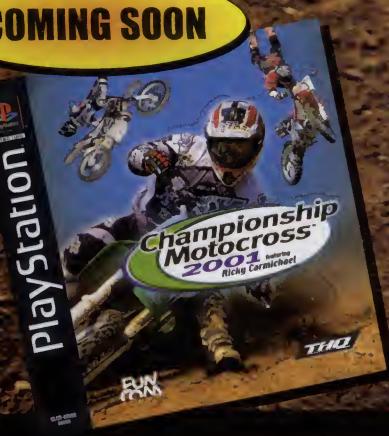


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## Who stole Christmas?

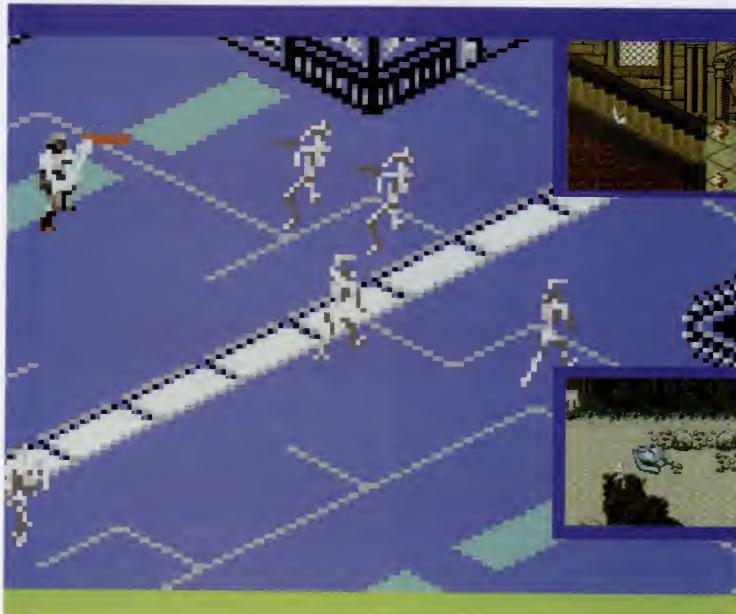
Jim Carrey, that's who



Hands up who likes Jim Carrey. No one? Me neither. He's not very funny for someone who's supposed to be a comedian. Anyhoo, he's playing the part of the Grinch in a new movie, probably out in the Christmas season. The Grinch Who Stole Christmas is a story book by Dr Seuss and the good



Doc rocks my world. The Grinch wasn't a fave, I was more partial to The Cat in the Hat but, hey, the man was a genius. Konami is bringing out an odd title to ride the hype wave generated by the movie. It is a real-time puzzle game, sort of, which is rather easy to get into.



## May the force be with you

### Help me, Obi-Wan

The Game Boy doesn't have a very good track record with Star Wars games with the most recent one, Yoda Stories, being all but unplayable. Hopefully this trend will change with the new game, Star Wars Episode One: Obi-Wan.



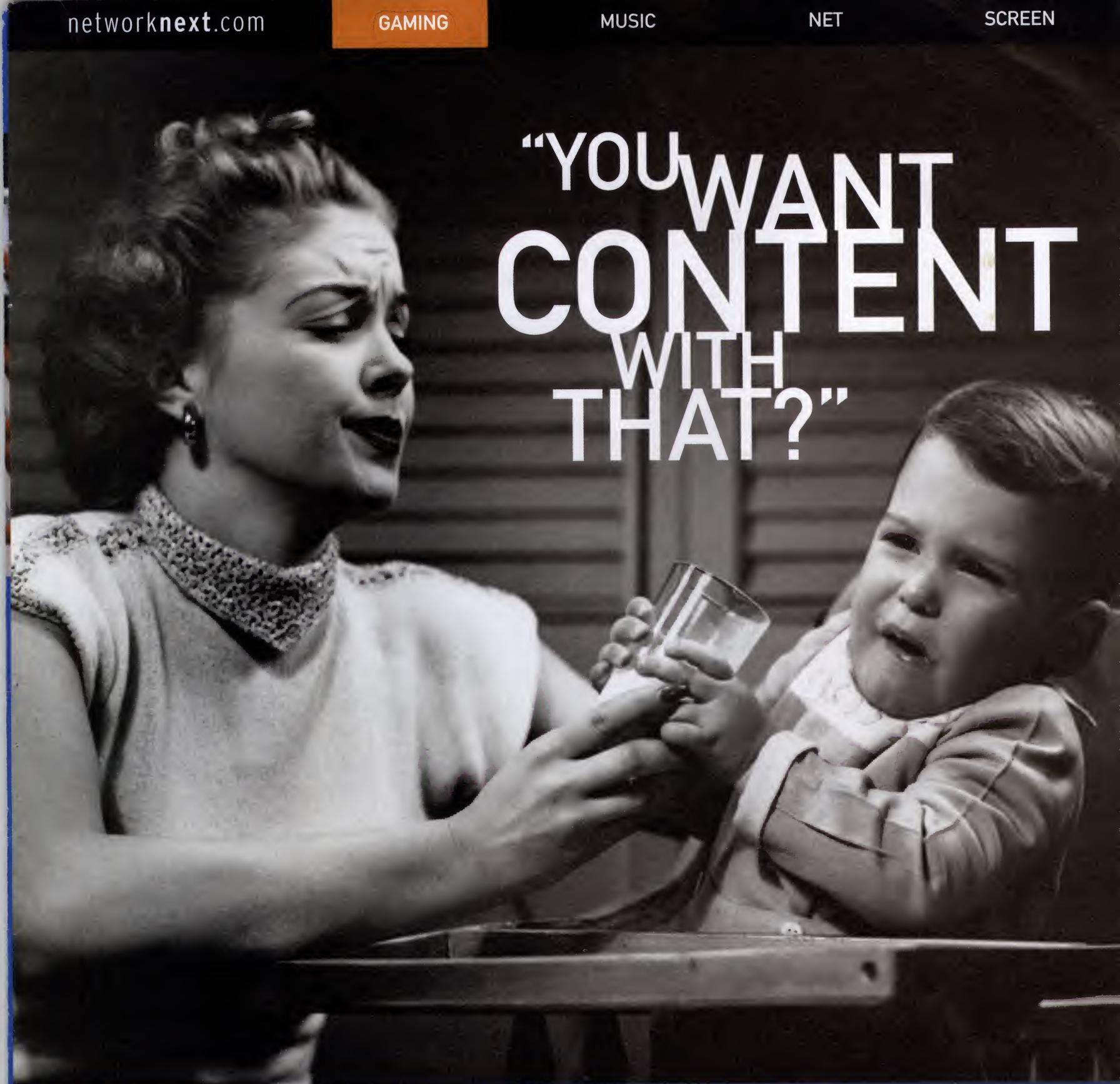
You take control of the young Ewan McGregor and battle your way through the plot of The Phantom Menace. Hopefully you'll be given the opportunity to decapitate Anakin and Jar-Jar before taking on Darth Maul.

## The Ultimate War

### Pronounce it if you can

Some people wonder why Australia fails to have all of the N64 games released here that are available overseas. Sure, part of it is because we are such a tiny market but another part is because we are lucky. Gendai Dai-Senryaku is the latest in a series (so I'm told) of hella boring war simulation games. If you like Command and Conquer you may get something out of this if it was coming to Australia, but it's not, so get over it. I'm off to play Worms now. That's a fun strategy game for you.



A black and white photograph of a woman with short, curly hair, wearing a patterned choker and a light-colored sweater, looking down at a smartphone she is holding. A baby is sitting on her lap, looking up at her. The background is dark and out of focus.

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# Mailbag

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*So, step to it with your ideas and thoughts.*



#### Hi, I'm Meeghan

And I'm eleven. I just got an N64 Gamer magazine after not getting one for about six months and I have been horrified to see how much the swearing and smart remarks have depleted. It's just... just... just, um... something really bad! Why must this happen? Why? Chris, the hair! The horror! Sure Troy's smart-ass jokes were always really bad but that didn't really matter! What's wrong with you guys? Why aren't you picking on each other any more? I know you want to write me an insulting letter back but don't cos I'll tell your mum and I know where you live.  
*Meeghan*

#### Blondes are smart

I've recently played Perfect Dark and I have to say it's a bloody excellent game. It sure beats the arse off James Bond and Joanna

sure beats the tits off Lara Croft. She shows that girls aren't hopeless and Joanna can do things twice as good as a guy. I mean you've got choice weapons and everything. Personally, I think they should create a game about a blonde because I'm blonde and I'm not dumb and it'll show that blondes aren't dumb bimbos looking for sex, will it?

*Thank you,  
Melissa the not-so-dumb blonde*

#### Lara is cool

I'm writing to say I hate people who bag out Lara Croft and Tomb Raider. Tomb Raider is a great game and so is Lara. Joanna may be better than her but the places and areas are crap. Tomb Raider has better places and surroundings and better enemies than Joanna's poofter characters. Lara and Tomb Raider any day.  
*Debbie Ridley*

# Letter of the month

## Adam the Vampire Slayer

If you have the time to make a playguide for Donkey Kong, finishing it with all the bananas, then why, in the name of the great lord, can't you make a playguide to finish Shadowman with all the dark souls? I repeat, all the dark souls. You only wrote how to get to Legion's Lair, yet not have 120 dark souls. Why? Are you too lazy or can't you do it? Plus, you didn't even explain how to get several items that show how to get the Book of Prophecy. I've waited almost two years for a playguide to finish Shadowman 100% and I would like to know if it is possible. If it is possible why didn't you include it for the (half) playguide? I said half because it doesn't explain winning 100%. So if this is possible please, include everything in the normal playguide and explain how to get all the items and souls.

Perfect Dark could have been better. God damn it. Many multiplayer fans will disagree with every word you're about to read but I have my opinion. Anyway, I, myself, am a solo player kinda dude (Turok 2, Goldeneye, Donkey Kong, Jet Force Gemini, Zelda, Perfect Dark). Now, for the point I was making; First of all, if there was no co-op, counter-op or eight sims, whatever they used to do that could have been put into the solo gameplay, including more guns, smoother frame rate, better visuals, more levels and more gore. It would be a true wet dream for me. Turok 3 will certainly beat Perfect Dark in solo gameplay. I know PD is awesome for multiplayer but what about solo gameplay kinda dudes? It took me only three and a half weeks to finish Perfect Dark on Perfect Agent plus unlocking some awesome cheats. It took me four months to finish Turok 2. As we all

know, Perfect Dark is the best game of all time but only because Rare know multiplayer equals money.

I have a cool idea for a video game. So bear with me and imagine just how cool it'll be if it ever had a chance to reach our shelves. So here we go. Title: Annihilation (needs an expansion pak to play). This game will be cramped on a cart twice the size of our beloved Perfect Dark and a graphics engine like Resident Evil 2. The controls will be tighter than Perfect Dark and set to Turok style. There will be forty huge levels; Castlehellmaniac, Hellbound Grounds, The Cemetery, Darkend Cells, Tortured Souls, Home Town Village, Planet Harvoc, City of Death, Satan's Lair, Misery Mountains, shall I go on?

You will be playing a young man, much like Buffy but stronger, smarter and with the power to predict the future. Your name is

Couger Fear. Why are you playing? Well, it goes like this. You start off as a normal, above average kind of slayer in charge of a corporation called DVS (Die Vampire, Scum). All is well until you find out that the vampires have gotten in touch with their alien friends from a planet called

Planet Harvoc. They now plan to place a device the size of the earth in the centre of the sun and blow it up. This device has abilities far beyond one hundred atom bombs. Why the sun? Because the vampires can rule twenty-four hours a day and the aliens will benefit from the deal by watching human kind wiped out and die in extreme pain and misery. So if

that's not a good reason to arm up, lock and load and get moving, what is?

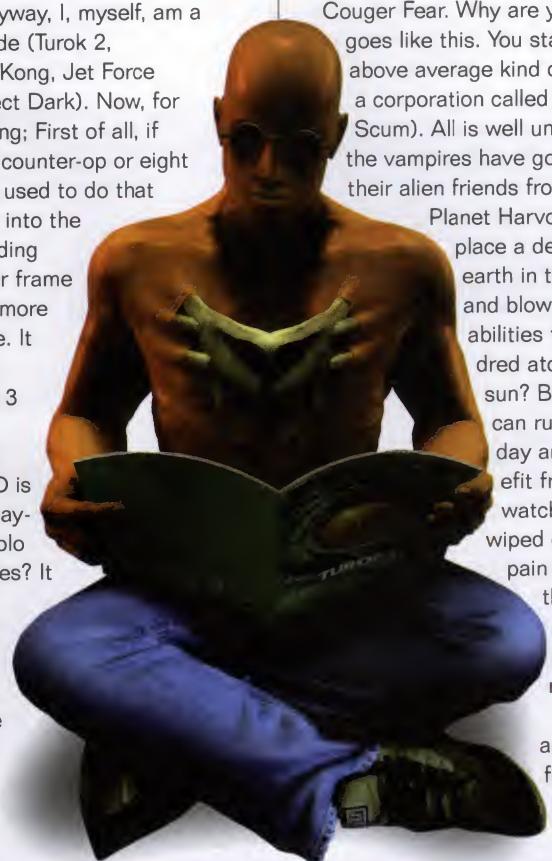
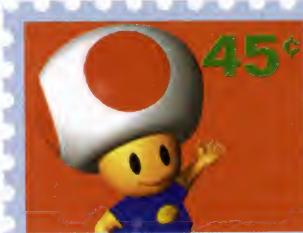
What about the arsenal? You will have fifty awesome weapons to play with ranging from old fashioned

stakes to super alien technological guns, including plasma guns, flame throwers, rocket launchers, cross bows, swords, machine guns, pistols and close combat weapons like knuckle busters and police batons. Death animations will be the best part of the game. Ten times more gore than the PC game, Soldier of Fortune. Now imagine that. Cool, hey?

After the bomb detonates, causing Earth to catch on fire, half of human kind dies. Now that the sun is gone and half of Earth is dead the rest are left for the vamps since now they have day and night and don't need to sleep. The only thing left to kill them is our hero, Couger. Yet more crap starts to happen. Satan is pissed off at the aliens for exposing hell (Earth's centre core) to mankind and he's taking it out on humans. Couger is in for a real challenge as you begin to cross the paths of hell. You're going against several hundred zombies, vamps, demons, undead aliens, hound dogs, devils and Satan in the flesh and blood. Scary.

So, of course, you'll have plenty of arsenal to wreak havoc on the evil asses. Now, if you defeat Satan he takes it out on the aliens but Satan is outnumbered and the aliens say "screw him" and blow up the galaxy. That's, of course, unless you can stop it. So, now you've been to hell and back and the whole galaxy is in your hands. I bet you're crapping your pants. Couger gives a few hundred friends a call and successfully defeats the alien scum. Couger K Fear is now in charge of a corporation called KETIE (Kill Everything That Is Evil). Half of mankind lives. Couger gets some sex, goes home and carries on slaughtering vamps.

**Adam Sean O'Brien**



Winner of the letter of the month, Ryan, picks up a Gamester N64 Pack (including a steering wheel, a game pad and a rumble/memory pack). Keep those letters coming!

**Yo!**

I am pissed off about the PlayStation. They go around thinking they're the best but really, just look at the graphics. They look worse than my old, crappy Megadrive. Just because their games are cheaper. They are crap anyway. I would rather buy good quality N64 games for \$100 than their games for fifty cents. They should sell them for that price because they are crap. Their people look like blocks with limbs and their cars look like lumps of turd with wheels. Did I mention that Dual Shock sucks and rumble paks are kick-ass. It rumbled me off my chair. I'd just like to say something about Perfect Dark. Out of 100%, I would give it 200%. I know you will put this article in your mag so I can spread the good word. To any Nintendo owners who want to buy a PlayStation, I feel no pity.

*Anthony DiBella*

**Narayan?**

Where on Earth is Narayan? I know that he didn't go join a PlayStation or Dreamcast mag! That just wouldn't be him as he is so loyal to his 64. What is your

opinion on Mr Bad Ass? Do you guys like him or did he come in and threaten to blow up the office? A couple of people that I know never stop going on about PlayStations. I've tried everything I know to prove that the 64 is better. Could you give me a few technical advances that the 64 has over the PlayStation? Great mag! Keep up the good work.

*Pat Suzor*

**I have no friends**

I want to take this chance to say that Perfect Dark craps on all competition. No one will play me in Goldeneye because I whack their sorry ass right after they spawn but PD saved my sanity with its sims. I like to lead a four man team with a hard or perfect sim leading another team. Good sims make for a spectacularly violent all out war. And with my own weapon combos it keeps me going for hours.

*Alan Schaefer*

**Game Boy fan**

Is it too much to ask of a video games magazine to have a review and buyers' guide section for

Game Boy Color owners? I mean for a console that has sold over one hundred million units world wide the Game Boy is very poorly represented in gaming magazines. I buy Game Boy games based on good reviews but in a recent trip to the newsagents I was hard pressed to find anything on Nintendo's hand held wonder. Just a couple of measly reviews squashed into the dingy corners of a magazine's back pages.

I must have skimmed through a dozen magazines and most were dominated by Sony PlayStation games and sweet bugger all on my console of choice. They either have no respect for the GBC or they're too busy yanking their crank over cyber babes to notice the large array of GB games on the market. Not all GBC owners are snot-nosed kids, puke-faced teeny boppers and pokemaniacs. In mine, and many other people's opinions, the Pokemon games and entire phenomenon sucks donkey balls, big time. Further more, Pokemon games are mind-numbingly stupid, epilepsy-inducing excuses for a game that only demented baboons would find entertaining.

GBC games cover almost

every genre and appeal to a wide demographic. That's why I've written to N64 Gamer, the only magazine that gives the Game Boy a fair go. And don't you think that GBC games are worthy of a review and buyers' guide section in this magazine? I think an A - Z of Game Boy games spread over a few pages is a reasonable request.

Now that Nintendo have released Game Boy games based largely on their old NES counterparts, such as Zelda, Shadow Gate, Tetris, Super Mario Bros and Bionic Commando does this mean that they will convert many other classic NES and SNES games for the Game Boy? I'd love to play legendary games like Battletoads, F-Zero, Starwing, Double Dragon 3, Super Mario Bros 2 and 3 and Ninja Gaiden, just to name a few. I'll leave you now to sort this lot and to uphold the high standards of this kick ass mag!

*Prince Jurgen Von Druck*

**Wario fan**

Wario looks like a fat penguin with a toothbrush up his ass.

*Robert Wright*



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# N64 Solutions

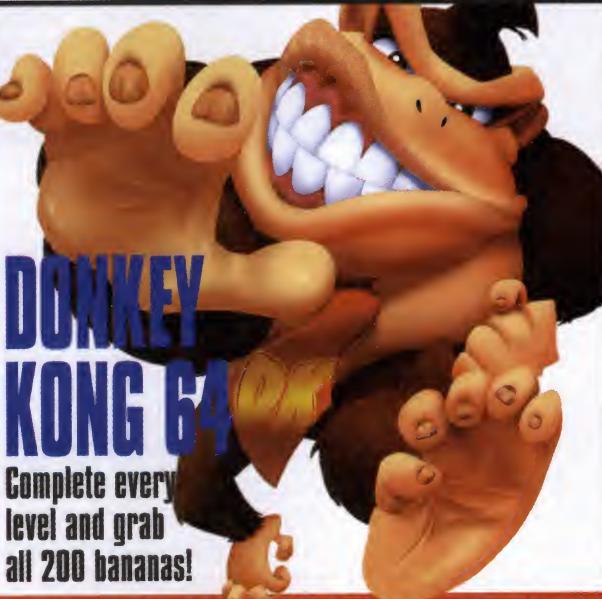
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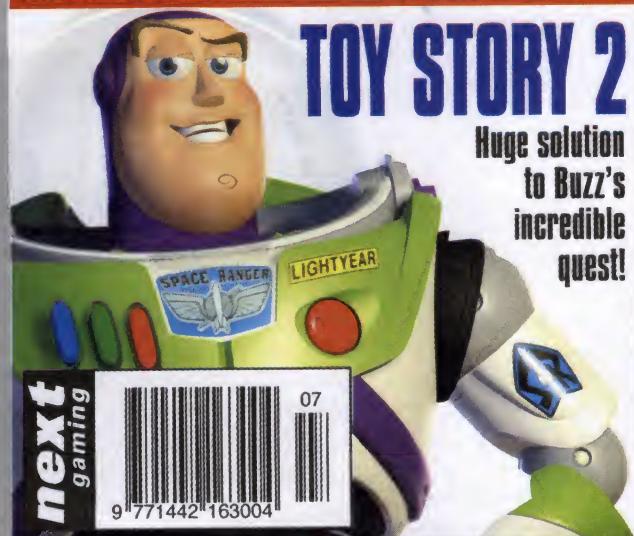
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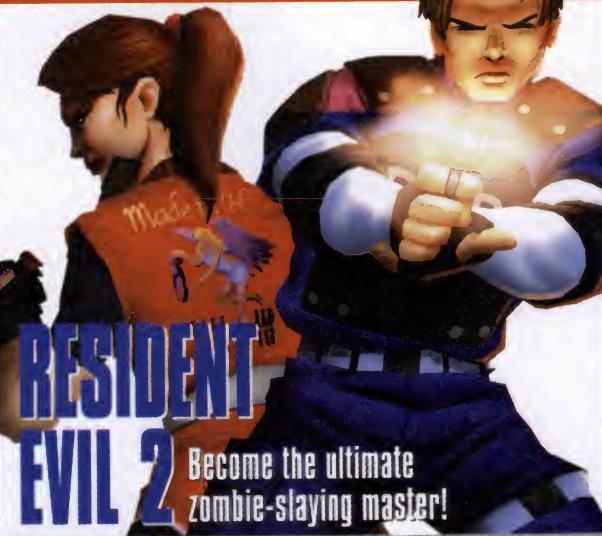


**next**  
gaming



### RESIDENT EVIL 2

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■ CASTLEVANIA: LEGACY OF DARKNESS

■ HARVEST MOON 64 ■ KNOCKOUT KINGS 2000

■ READY 2 RUMBLE

■ RIDGE RACER 64

■ POKEMON STADIUM

■ MARIO PARTY 2

**Dear Troy**

I am writing this letter to complain, frankly, about some of the comments you make when answering letters and reviewing games. I am only fourteen years of age and couldn't care less about Nintendo, but my younger brother simply adores it. Every Sunday he asks me to take him down to the local Newsagent so he can look at magazines, and when he finds that next month's edition of your magazine is not yet out, he has a very forlorn look on his face. This has me thinking about just how much influence your offhand comments have on younger readers. In Issue 31, September 2000, you had a review on the Nintendo 64 game, Hercules: The Legendary Journeys. The show itself seems to live off the fact that sex sells. However the game need not. Who's a pretty boy then? featured your selves writing: "But Kevin is still capable of moistening the panties of ancient Greek lasses and Amazons alike, which is what counts really." This is quite tame compared to other things you have mentioned. Adults do not read your magazine for the most part and so, you are basically saying this trash to children ages 5-15 (my brother being six years old) who really do not need to hear it. I understand that as "hardcore gamers" you

cannot have much in the way of sex lives, but please do not show your frustration through publications such as the one in question.

*Patto Conner*

**Nat fan**

I have concluded that with the privilege of my having a blood relation (although distance still a relative) of a somewhat young and inexperienced acting playing opposite the one and only Natalie in her most recent film; Where The Heart Is, as the small town librarian (if I have lost you at this point maybe you should see the movie before reading on). Anywho, "Thorny" as he is known in the movie, I have been told by a visiting aunt to my house (from the States for the Olympics), informed me of this mind-boggling news, as I was understandably ecstatic at the prospect of meeting this relation of mine who had (in the film) kissed Miss Portman. This state of astonishment was further propelled by perhaps someday (now with contacts) of meeting Natalie at a luncheon or black tie function of some sort when I, myself, visit LA (where I was told she currently resides).

Why I tell you this tidal wave of nothing but good news (for me

anyway) is that if I could somehow, through some means, ask her to meet, and, if there is truly a God, get an interview (screw the fact she has nothing to do with either the N64, Game Boy or Pokemon, I mean this is Natalie Portman we are talking about) for all the appreciative males at the office. If so, get in touch me with me at [pancreous@hotmail.com](mailto:pancreous@hotmail.com) and hope for the best, along with supporting me in accomplishing this mission that if I succeed I will truly die a happy and content man.

*John Smith*

**What's the deal?**

How lame are you people? Some dick sends in a letter saying, "Please don't leave Troy, you are the best Troy, you complete me Troy, I love you Troy," and what happens? You give the idiot a Gamester Pack. What's the deal? This is insubordination! (A big word I know.) How do you know he meant what he wrote? You people are conceited. Someone, who is at home right now laughing at the stupidity of you people (i.e. Troy), writes in saying you kick arse so you reward him. If this is all you have to do to get awarded with something, I believe I should have got a Gamester Pack centuries ago. I think by now I should have been offered a job at

your magazine. How else should you award the person who single-handedly started the Natalie Portman craze that saw five pictures of her printed last issue. Everyone should be thanking me! I have created a better magazine because of my lust for Natalie. If the Natalie Portman craze doesn't get me awarded with something well there is always this: "Please new, sexy hunk of an editor, can I have a prize or a job?" (Batting eyelids and put on puppy dog look) "The Troy dude had no idea. You will be the best editor ever." (Please note sarcasm.) To end I would just like to say that Natalie Portman rules, and by law you must now put one or more pictures (naked or otherwise) of her in every issue.

*Long Live Natalie!*

*Dale Williams*

**Humour him**

I am a reasonably new reader of your magazine and am very impressed with its quality, however, one fact continues to piss me off and that is with all the people out there who think that the entire mag is meant to be taken literally! They are always writing in and saying "Why did you print that?" and "Was that a sexist/racist remark?" Why can't they just get over themselves and enjoy the humour (however dry) of the joke or comment? And then there is the Bad Ass issue. Bad Ass makes a living from insulting people and from what I have read he does a bloody good job of it. But again people are always complaining "Show us a picture of yourself!" or "Why are you always putting people down?" That's his job you numbskulls!

*Ryan Crute*

**Hello, Chaps**

One of my friends at school who reads N64 Gamer (so do I) says that Arthur Adam is building a house next to him. I live in Geelong. Is Arthur's real name Jarrod and is he moving to Geelong? I also believe that Steve O'Leary's real name is Wayne Kerr, James' real name is Ben Dover.

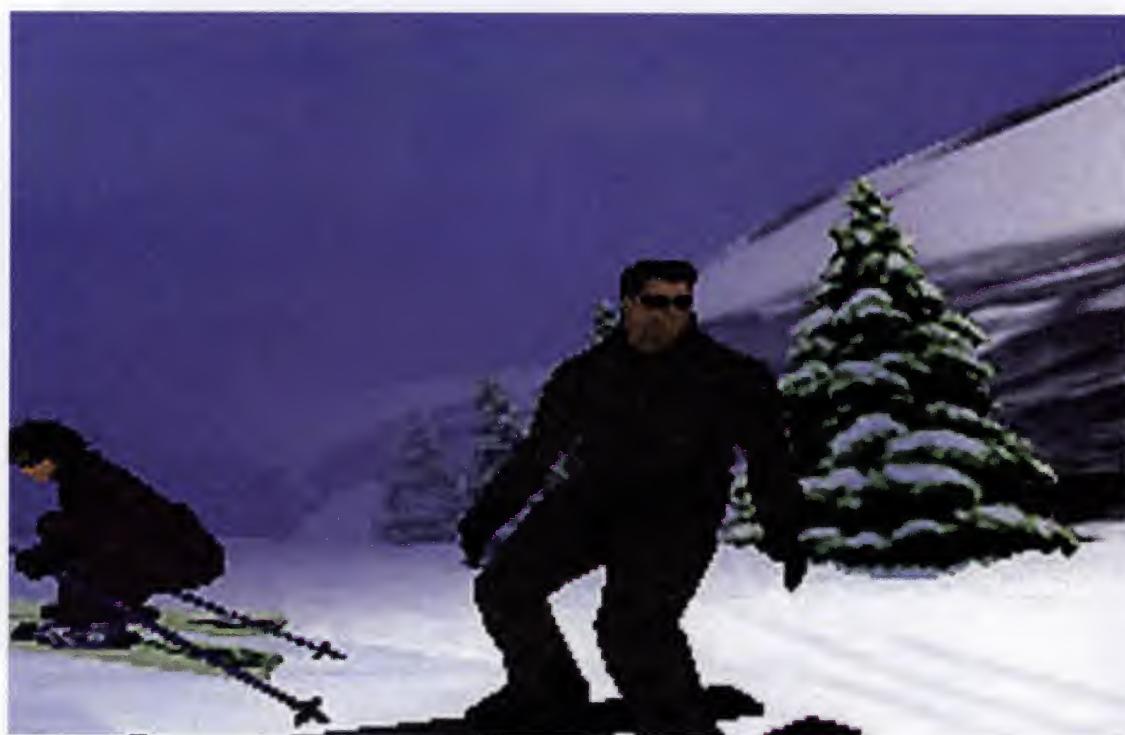
*Mitchell Pavletich*



**for gamers who have learnt to  
play nicely together**

**PC PowerPlay**

AUSTRALIA'S PC GAMES AND TECHNOLOGY MAGAZINE

**Unstoppable**

Nintendo. What can I say it is the funkiest machine on earth but as the new Sony 2 is coming Nintendo owners fear could this be the end of the Nintendo with the Dolphin not coming out in a long, long time have Nintendo made another crucial mistake? Yes. Nintendo don't look ahead in time. They just don't care. Their lack of enthusiasm has brought Nintendo to a halt but we can still keep our heads high. The N64 was released at an inappropriate time but still such games as Goldeneye, Perfect Dark, all the soccer and wrestling games, Mario Party 1 and 2 and 1080 Snowboarding, just to name a few, took Australia by storm I can just about guarantee that the new Dolphin will be as successful as the N64 so all you Nintendo fans keep your head high for the next generation gaming. It will leave you in shock.

*Paul*

**Grand Theft Dark**

I have thought of a great new game Rare could make up, based on the game of Grand Theft Auto, but without the crappy view it already has. Instead of that view they could have cool new first person shooter view just like on Perfect Dark, with all loading

scenes and so on. The new game, also, will still have the old steal the car theme and get in trouble with the police!

*Matt Argy*

**Bad Ass wannabe**

I am disgraced at your belief of what the average N64 owner's physique is. In the caption in issue 31 I was shown the average N64 owner's physique was nothing more than a skinny, 300 pounds, geeky boy. Mate, you guys have obviously got the pic mixed up with the PlayStation's physique. Myself and all my N64 owning friends are over 600 pounds and have biceps bigger than all of the N64 Gamer crew piled on top of each other. I believe all other N64 owners are like this, and that you have all been subjected to too much PlayStation and Sega music from the office next door. Keep playing with head phones and you should reach the average physique of 600 pounds. Good Luck.

*Luke "Big Boy" MC*

**Whassup ya'll,**

A few moons ago you lot got a letter from a guy called Craig and I couldn't agree more with him. Nintendo really does need to pull their heads in or else the X-Box is

going to absolutely slaughter Nintendo and the other PlayStation console. And you guys reckon that Perfect Dark was worth the wait. Hahahahahaha. I know about ten people who have either turned against Nintendo or not bothered to purchase Perfect Dark because of the delays and, trust me, Rareware don't really care about all the money they made from it because Goldeneye (remember that game, the best one ever made) has made enough money for a country to live on for a year or two. So you guys know that Craig's right and you're wrong. You're just trying to back yourselves up so you don't get embarrassed. Too late.

*Ben Rooney  
(Craig's mate)*

**Perfect gameplay**

Perfect Dark is, without a doubt, one of the best games that will ever grace the Nintendo 64. Now that I have had extensive experience with the combat simulator, I thought I might write a list of things I have noticed or heard about that I found curious.

1. Laptop Guns and simulants. The smarter simulants don't seem to like using the laptop gun's secondary function very much. I noticed, however, that meat sims

use the secondary function quite frequently. However, the laptop guns don't fire, they just sit there, deployed. I know it is them throwing them because I see them do it.

2. There is no sixth weapon slot in Warehouse. Instead, there is a grate inside the air vents with some sort of weapons box there. If you use a slayer fly-by-wire rocket, you can see that there is actually an ammo box in there. I looked it up on the internet, and some people with game sharks used a code to get up there and to no-one's surprise, they couldn't pick up the boxes.

3. There is actually a glitch to beat all the challenges 2-4 player by playing any easy multi-player game you want, instead of the challenge. I know how to do it, but I beat all thirty challenges myself, so I won't tell you how to do it.

4. This isn't in the combat simulator, but you can injure the Carrington Institute staff in many ways. Here are some: a. Shoot them with the Far-sight XR20. b. Use the hover-crate from the hanger. Stick lots of combat knives in it while in the shooting range. Once you've done that, take it up to the gadget training room. Go back to the firing range and use the Far-sight to shoot the box. Go back to the gadget training room. Start gadget training for any device (you need the cam-spy to get to Hacker Central). Pick up the knives now. You can now throw them into any CI employee that you can reach, while still in gadget training. (I didn't make this up, a friend of mine worked it out. His alias is PD Savage)

- c. Stand inside the firing range so you can select a weapon, but so the door closes on you. Now, choose any weapon, and shoot the people standing outside the glass doors. You can also brace doors with the hover-crate and use the slayer to shoot the other employees. If you run into the firing range and shoot the slayer rocket before the outer door closes, you can use the hover-crate to brace the door of employees on floors above you and shoot them with a rocket.
- d. Shoot them in the level Carrington Institute: Defence

(also, remember that you have combat boosts in that level).

5. Sims are always pointing their guns at you, so don't try and surprise them. It won't work.

6. This may be obvious, but the higher the sim difficulty, the better they listen to you.

7. Dark sims are not human.

8. When choosing weapons, DISABLED places a random weapon from one of the other slots in that slot. NOTHING means there is no weapon at that weapon spot.

9. There is no difference that I have found to using a K7 Avenger with or without the threat detector on. So keep it on!

10. The A+B trick still works for remote mines.

11. For those who can't work it out, Pop a Cap chooses a player at random who everyone must try to kill. It is like the monkey tag game in Turok 2, except the

"monkey" can still use weapons. It took me a little while to try it out, so I thought people might like to know.

12. Fortress looks very much like a level from the Team Fortress PC add on for FPS games.

13. Sims aren't too good at detecting proximity mines. They are so bad at it, in fact, that they don't even bother, but just run straight at them.

14. The DY-357 LX kills in one shot, unless the enemy has a shield, in which case it takes two.

15. In one hit kills, don't forget to use the punch function instead of disarm.

16. You can stick mines to others and cover up their screen with them.

17. If you place a remote mine and die, you can detonate it if you get another detonator.

18. The Facility vents are different. There are two exits. You can enter them easily through the toilets, but not at the other exit. You can, however, shoot fly-by-wire rockets through both exits.

19. Complex has a new area you can reach. You climb up the wall of one of the previously hidden vent areas.

20. If you use the perfect darkness cheat in multi-player, you only start off with one set of night vision goggles. If you die, you do not get them back. X-Ray



scanners and Lasers (use it as a flashlight) are a decent replacement for them.

21. Fist sims use combat knives and short-stream lasers.

22. There are no Skedar multi-player characters in their true form that I know of.

23. If you have a shield, you will get pushed back easier when you get shot.

24. There is a brown helmet that you can choose in the multi-player character head select. I haven't seen it on any characters in the single player.

25. The only way to name simulants is by playing the challenges and using the named sims that are automatically placed in the sims selection screen.

26. You don't get a cut-scene for completing all thirty challenges.

27. You can turn individual player's radars off in the player options screen. This way, you can have a radar guy with a lower handicap, so you have to protect him. This usually works best with Hacker Central or King of the Hill.

28. If you are playing King of the Hill and some other game modes, you can't turn highlights off in the options screen. Each player has to turn their own highlights off in their player options screen.

29. If you die by poison knife, you can stay poisoned when you re-spawn. This happens if you get

a knife stuck into you as you die.

30. There is a thing called "the Arena" that you can buy in the USA. It splits up a screen so you can only see your own screen in four player. I haven't got it, but if you know where to get it in Australia, I would very much like to know. It beats a pizza box that sits down the middle of the screen.

Thirty challenges, thirty bits of information about Perfect Dark. Enjoy.

**Steve**

### It's good to vent

I've got something to say to Nat Davison of issue 31. Jeez, man, I am fourteen years old and I'm pretty dumb but even I know you put a PS after your name. Also, if you actually read the other issues you would have known that Narayan had left even before you wrote your letter. And to the 64 Gamer crew, I think that you should seriously consider ditching the Pokemon and Game Boy stuff as after all it is a "64" magazine. It's not a Nintendo magazine but as the title of it says it is a Nintendo 64 magazine so it should have just Nintendo 64 stuff. All you guys out there should wake up, stop dreaming about girls or ladies you're never gonna get. You all might love Natalie Portman but I mean go out there and look for someone of your own age. Sure I might think of one of those big stars every now and again but get a life. I go to a real crappy school but it's got heaps of nice chicks in it. Right now I'm after one I'd prefer to any actress. You might think it's kinda strange but at least I'm living in reality. Also something to Syko in issue 31, man you are stupid especially to write in and have a go at someone who is just fooling around. And you say that Dale Williams is as thick as a brick. I have got something else to say, Troy I seriously don't know what you see in the letters you give Letter of the Month to. To tell you the truth I really don't care if you even publish this but I think that a lot of the people out there should really wake up and get a proper life. Life doesn't revolve around the 64. I've had a 64 for a few years and I don't play it that much. I am having too much fun doing other activities. So all of you that just sit around playing the 64 all day and dreaming of actresses that your never going to get WAKE UP and go outside, hang with friends just do something interesting. By the way you might think I'm a real nerd but you can ask any one of my many friends and they will tell you otherwise.

**Stuart Turnbull**

# Bad Ass'

## Q&A

>> He is a 250 pound mass of muscle who lives to conquer games. If you're stuck in a game or you want to cry about something, write in and you'll be sorted. The next person to send a glitch or cheat in will be pulped. Send mail to Bad Ass at the usual N64 Gamer address or email him at [badass@next.com.au](mailto:badass@next.com.au)

### To Bad Ass,

**Q** I have been playing Perfect Dark for some time, and have unlocked a few cheats. But I was wondering if PD had an invincibility cheat like Goldeneye, and if so what do I have to do to unlock it.

**The K Man**

**Sydney**

>>**Mr. Ass**

**K** K man. I've got a problem with people who (a) spell Bad Ass' name wrong and (b) think themselves so superior that they monopolise a letter and try to use it to advertise their manhood. In all likelihood, you are not a man. You will never be a man. Indeed your mother will most likely wash your underpants and blow your nose for the rest of your dismal days. For this, I will show some rare Bad Ass compassion, and relieve the strain that your pink lemonade fuelled brain must be going through. With the difficulty set to the horribly easy Agent, complete the Area 51 Escape level in under 3:50. K?

### Monkey Of The Month>>



#### Hey Mr Bad Ass

**Q** Hi, I'm stuck on the last level of Perfect Dark, Skedar Ruins, and I've made my way into the complex (even though it was frigging impossible). Then, without warning I've come to this locked door at the end of the ramp. I've tried every frickin switch, button and knob I can find but nothing happens. How do I get past it?

**A Adam**

#### >>**Mr. Ass**

This is the sort of puzzle that lab rats solve you peebish milky tarp of dead chimp skin. Maybe you should go back to trying to open childproof detergent containers. Oh and what do you mean "it was frigging impossible?" I played the game with only one hand, with the TV switched off, just reacting to the sound

of incoming bullets and I still managed to finish the game in 47 minutes. But for those who after a decade or so still haven't come to terms with the handy utility that is the human brain, I'll ask you this question.

Didn't you notice the Shrine underneath the walkway? The one that asked you to make an offering to the God Of War, or some other girly thing. Huh? What were you doing at that bit? Cleaning your pants from their recent soiling? Indeed a likely story. You shag-eared malkin all you have to do is kneel next to it and press the action button, with one of your weapons selected. The gun will be placed on the Shrine and the door will unlock.

I'd tell you to choose the weapon wisely and only discard a useless weapon, but I don't want to clutter your single brain cell with any more information than it can handle!



#### Help me Obi-Wan-Bad Ass you are my only hope!

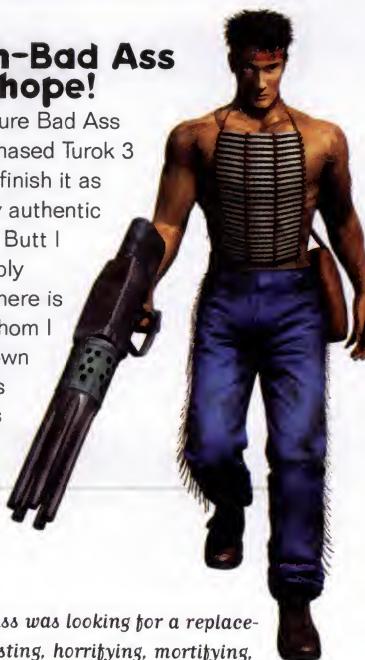
**Q** I fancy myself as a future Bad Ass one day, and so I purchased Turok 3 and am attempting to finish it as quickly as possible. Despite my authentic skills as an up and coming Bad Butt I have come to a nasty foe I simply can't get past. On level three there is an enemy called the Warlord whom I simply cannot lay the smack down on. I've tried everything, but his health keeps on replenishing. Is there a special weapon or ammo that I need to use, and does fighting him on the upper level help?

**Mini Bad Ass**

>>**Mr. Ass**

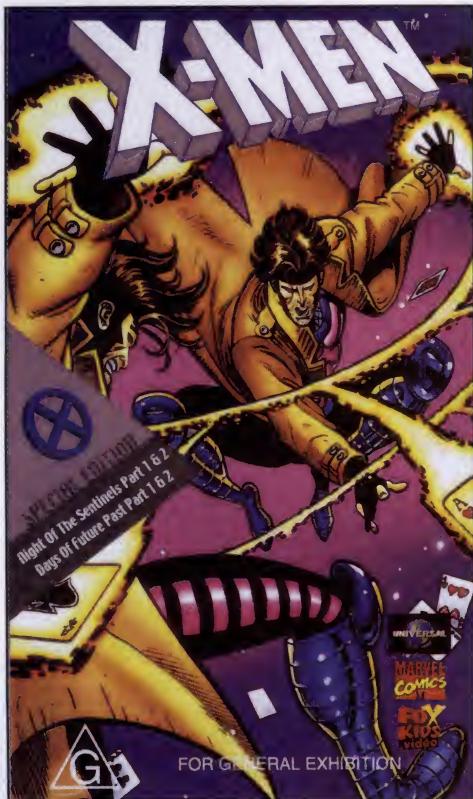
Dear o dear o me. Just when Bad Ass was looking for a replacement as well, you shove this disgusting, horrifying, mortifying, sickening state of affairs in both Hugh's face and mine. Also what is with that misplaced Star Wars line? You milk livered harpy. To answer your elementary question, you can't kill the Warlord with bullets, rather you need to impale him on the spikes that appear once you hit the switch on the top level. I mean, surely you must have seen that switch?

The way to pull it all off in Bad Ass fashion is to smack the Warlord whilst on the bottom level, then high tail it up near the switch without pressing it straight away. When that Bad Ass wannabe Warlord comes up after you, he'll run straight towards you and over the trap door. Time it just right and hit the switch just as he runs over the door, and it's all over. Now go down and search his foul carcass for some health and a valuable Key. Oh, and get better.



# Basement

## BADASS' COMPETITION



## X-MEN VIDEO COLLECTION

Win your very own X-Men home video library!

Simultaneously capturing the four-colour feel of the comic book and its outrageous action and situations while keeping heed of its broader continuity, the cartoon show version of the X-Men that surfaced in the mid-90s was about as good as light-hearted, light-weight entertainment gets.

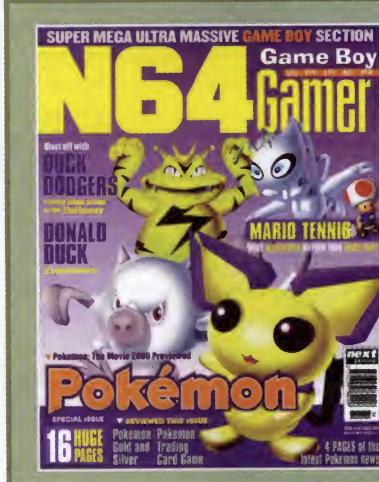
Now the entire series is being re-released on video! To start with, there will be a three tape set of the best of the series, a platinum-coloured Special Edition. Following this will be ten tapes capturing the entire run of this animation landmark.

Thanks to universal, we now have TEN massive X-Men video packs to give away! Each of our lucky winners will get the Platinum editions, plus the regular series, for a grand total of THIRTEEN TAPES!

To win this amazing arsenal of mutated mayhem, all you have to do is answer the following question:

**What is Jean Grey's name?**  
Write the answer, along with your name and address on the back of an envelope and send it to:

**Jean Grey Competition**  
N64 Gamer  
78 Renwick St,  
Redfern. NSW. 2016.



## WINNERS

**Aliens in a Pod**  
David Jordan  
James Crow  
Cameron Reese  
Alison Carr  
Miles Tracer

ALL COMPETITIONS CLOSE ON THE 01 DECEMBER

Please note that comps will run over 1 month from the magazine's date of sale. Winners will be published two issues after the comp has been announced.

## Star Wars Episode 1: Battle for Naboo



...there's a traitor in our midst! Kill the Gungan!

DEVELOPER: LUCAS ARTS  
CATEGORY: ACTION

AVAILABLE: DECEMBER  
PLAYERS: 1

Ever wondered what happened on the planet of Naboo during Episode One? Factor 5 did and decided to take it upon themselves to bring you the action first hand, and interactive. Star Wars Episode 1: Battle for Naboo is yet another Nintendo venture brought to you by the teaming of both Publisher Lucas Arts and Developer Factor 5. Factor 5 have proven themselves in the past with the award winning Rogue Squadron game, and recently with the upcoming Indiana Jones adventure slated for N64. Originally based on the Rogue Squadron game engine Battle for Naboo has actually been recoded to bring you a whole new game, with levels and action not seen on the N64 before. Lucas Arts are boasting they used the largest size cartridge (512Meg) to contain the game that began production in July 99. This time around players will have the ability to not only fly high over planet surfaces, they will also be able to take to land and be a part of grueling dogfights in space. A welcomed traverse from Rogue Squadron. The game will make full use of the 4Mb expansion pak although will not necessarily need it to run. According to Lucas Arts the game takes place during the events of the Queen's absence from the planet's surface, the atrocities and torture that occurred will be shown and interacted with here in Battle for Naboo. You'll take control of a rebel soldier trying to stop the Trade Federation from committing any more acts of aggression against the peaceful people of Naboo.

Recoding a new engine for Battle for Naboo helped Factor 5 and Lucas Arts realise, graphically, what wasn't achievable in the early days of Rogue Squadron, this time around they have created drawing distances suited to the style of game they have created and have managed to pack the levels full of objects, lifeforms, enemies and vehicles as well as architecture that looks as though it has come straight out of the film. With the 4Mb expansion pak the game will run very smoothly and will enhance the graphics and memory tenfold, so if you don't yet have one I suggest you go out and spend some of your parents' money. Battle for Naboo takes the story it is conveying very seriously, in one level, players will have the opportunity to actually steal a Trade Federation Gunboat fully equipped with an anti-aircraft weapon, perfect for taking out those pesky Trade Federation bullies. (Here's hoping you can take cheap shots at Gungans as well!) Switching between land and air vehicles will be achievable in game also. Instead of finishing particular levels, Factor 5 and Lucas Arts have opted for a more lateral style of play, players will be able to gain access to Royal Security Hangers, which will contain various vehicles for your character to choose from. This will allow a varied style of gameplay and could prove to be an extra level of playability in the long run.

According to Lucas Arts, Factor 5 have also updated their unique Mosys sound technology and integrated it into Battle for Naboo, the Mosys technology will work in close harmony with the N64's sound hardware. The hardware has always been superior to most other consoles but never truly utilised properly, Lucas Arts guarantee that Factor 5 will achieve perfect sound with Battle for Naboo which has had an original score composed specifically for the game, although not from John Williams himself the music will follow the Star Wars tradition very closely and will certainly suit the style of game and action that takes place. Battle for Naboo and Indiana Jones and the Infernal Machine will be the last games released on N64 from both Lucas Arts and Factor 5, we can, however, look forward to their future support of both the GBA and Nintendo Gamecube. These two companies have a track record for great games and excellent support of the big N. Here's looking forward to these gems under my Christmas Tree and more great titles in the future.

- STEPHEN FARRELLY





## Scooby Doo: Classic Creep Capers



'...and I would have beaten the game too. If it wasn't for those meddlesome kids!'

DEVELOPER: THQ

AVAILABLE: JANUARY

CATEGORY: ACTION/ADVENT. PLAYERS: 1

Is nothing sacred in the world of videogames? If it's not games of recently popular cartoon series' like the Simpsons or Rugrats, then they have to go after the classics. Scooby Doo is the latest cartoon series turned video game adventure to grace the N64. If playing a sleuth game of sorts with a talking dog is your thing, then this game could be for you. Published by the fine folks at THQ and developed by Terra Glyp, Scooby Doo: Classic Creep Capers let's you take the reins as the comedy relief for the show, Shaggy. THQ have been very adamant that the game follows the cartoon series as closely as possible, and have gone to the extent of having the original voice cast come aboard for all new dialogue written specifically for the game. All of the characters are there, Freddy, Velma, Daphne, and of course Scooby. Though not playable they'll help you throughout your adventure. The games levels are based around three popular episodes of the series and one completely original idea. Scooby Doo: CCC will also boast fully interactive 3D environments for you to traverse, creating a non-linear feel to solving the mysteries within the game. An interesting feature THQ have added is a courage meter, not too unlike to the Sanity meter in Eternal Darkness. It works basically like a life meter, as Shaggy progresses through the game he may encounter scary monsters or receive damage that will animate a face in the top right of the screen, each image is a progression of Shaggy becoming very scared and if the meter gets too low he'll wimp out of the game, causing you to restart the level. Finding and devouring delicious scooby snacks, however, will replenish Shaggy's courage making it possible for you to continue on your way. Graphically the game looks and feels very much like the cartoon series, this and the original cast makes you feel as though you are actually playing the cartoon. It's all very authentic and could attract a lot of attention from older gamers that were fans of the classic show. A sigh of relief for the fans of the Scooby series is THQ's decision to drop Scrappy Doo from the game (he was always trying to show Uncle Scooby up!). Although details about this game are still a little sketchy it looks to be a very promising title and could be a surprise hit for the all round gamer. Look for more details in future issues.

— STEPHEN FARRELLY





## Megaman 64



...what is he? 'Why, he's a Megaman!'

DEVELOPER: CAPCOM

AVAILABLE: FEBRUARY

CATEGORY: 3RD PERSON SHOOTER/PLATFORMER

PLAYERS: 1

After a long absence on our beloved Nintendo, Capcom's Mario returns offering a new adventure and perhaps a hint of things to come.

Megaman is possibly the most synonymous third party mascot to grace any system. There was a time when people could have easily thought he was the man running the NES, but unfortunately Nintendo and Capcom have been very distant of late, with only a handful of games for GB and only two games for the N64, Resident Evil 2 and now Mega Man, Capcom have been all but busy with regards to the big N. All of that seems set to change, however, with the re-introduction of the little metal guy on the N64 and Capcom's recent announcement to support both the GBA and NGC. Here's to the future.

Megaman 64 is a port of the PSX version that was released way back in 1998, we can take this as Capcom swearing allegiance to Nintendo once again. As is the case with most ports to N64 from PSX the game runs, looks and feels a lot better. Done completely in house at Capcom, Megaman follows the story of the little, metal man's past and his pursuit of the Legacy Treasure, an item that will help solve the energy problems of Megaman's world. The levels have been made just a bit smaller than those of the PSX version to counter any loss of framerate, and to maintain the consistency of every polygon within the game. A common problem in the PSX version was that camera angles saw you looking through walls and character's polys into buildings and other levels, something that simply should not happen with current gaming technology. The colours have also been tweaked and brightened thanks to the effects power of our beloved black box. Capcom have also taken the liberty to bring MM's controls home with full analogue and rumble pak support, once again other features that the PSX version lacked. So, although late in the N64's life cycle, this game could be a treasure many gaming fans have been waiting for. This game was on the floor of this year's Spaceworld show and again yours truly was able to immerse myself in the once platform king. It played very well and was something I was certainly looking forward to being released in Australia. The game is almost complete so look for a review soon.

— STEPHEN FARRELLY

## The World Is Not Enough



**Is Bond never enough?**

DEVELOPER: ELECTRONIC ARTS

AVAILABLE: NOVEMBER

CATEGORY: FIRST PERSON SHOOTER

PLAYERS: 1 - 4



That's right folks, the fine people at THQ publishing have ultimately decided that thirty billion wrestling titles simply aren't enough to whet your appetite, so they've taken it upon themselves to bring that elusive thirty billion and first wrestling title that I know you've all been waiting for, WWF No Mercy. No Mercy is the next game in an endless string of wrestling games to grace the N64. THQ have been in the ring for a while now, and seem to be a strong force in the wrestling delivery department and No Mercy is no exception, the game boasts an improved formula for all wrestling fans out there with an abundance of great new options and a facelift, well deserved of this sort of game. I'm not going to bore you with stupid jokes about the stupidity of wrestling and how I think that is why these games work so well on the home console platform. What I will do is get down to why this is going to be one the game to look out for in this popular genre and just why it is different from its numerous counterparts. The first thing to look at is the very fact that the game is an official WWF endorsed product with all the trimmings, voice overs, trademarks, and tidbits you see on television which are injected into this game to add realism to the interactivity. The second thing is that THQ have delivered before and are promising that they'll deliver again. I won't lie. I played this game at Spaceworld this year and it was awesome. I'm not a big wrestling game fan but I had a lot of fun with the options this game had to offer and thoroughly enjoyed immersing myself into the professional world of wrestling. THQ have jammed eighty WWF Superstars including most of the new guys like Chris Benoit or Tazz. The game also links with the Game Boy Color via that ingenious little transfer pak. It has an abundance of modes including Guest Referee, Career Mode and the Ladder Match, and what wrestling game would be complete without a multitude of weapons for you to beat your opponent about the head with? All your favorites are there including some new. The wrestlers animations have been tweaked and new ones added in. The movements look so fluid now, it all adds to the feel. New venues have also been added, so now you can play in WWF Smackdown, while utilising the expanded and new and improved create a wrestler mode. The weapons in the game, this time around, also offer a new variation since their last incarnation. Now when you use a weapon, it won't disappear, it will land on the floor where it can be obtained by anyone, and that means a whole new ball game, doesn't it? THQ have also said that there will be wrestler specific weapons available like Triple H's water bottle and so on. The Ladder match is one of coolest new features though. It's basically exactly as we all enjoy it on the television, the ladder will start outside the ring and the Wrestlers will have to battle it out to erect it in the ring. It can, however, be used as a weapon also, so if you're a sadistic person like me, you'll prolong the match as long as possible just to crack the heads of the other players. But it's all in good fun...yeah. In all this game gave me a good impression at Spaceworld and the additions THQ have given us can only make this a wanted commodity for all true wrestling fans, look out for a full review soon.

— STEPHEN FARRELLY





## Legend of Zelda: Majora's Mask



'Who was that masked man?'

DEVELOPER: NINTENDO

CATEGORY: ADVENTURE/RPG

AVAILABLE: NOVEMBER

PLAYERS: 1

To say that Legend of Zelda: Ocarina of Time was one of the most anticipated games of all time, would be an understatement. The game took an enormous five years to complete, and when it was delivered into players hot hands it was an instant success. But when players finished the sixty odd hours of gameplay they faced in OoT a thirst remained, and Nintendo, surprising as they are, went against rumours that we wouldn't see another Zelda title in the N64's lifetime, and developed a side story to keep the players enthused in the adventures of everyone's favourite Kokiri kid, Link.

Legend of Zelda: Majora's Mask once again allows you to take the role of Link. This time the events of the game occur just after those of OoT. It seems Link has been returned to his younger self to live out the days of his youth that he unfortunately missed during OoT. Link and his young horse, Epona, are enjoying a gallop across Hyrule field when they are confronted by two fairies. Frightened by their blinding light Epona rears up knocking Link from his horse. A stranger then enters the fray and endeavors to steel Link's Ocarina of Time and escape on Epona. Link, being the adventurous type, takes after the stranger who is wearing a strange mask. Link's pursuit leads him to a hollow tree with what appears to be a doorway at its base, upon walking through, however, Link is transported into a strange, yet familiar, land. It is here that your adventure begins.

Majora's Mask is almost upon Australia so I won't give anymore of the story away, I will however tell you that although based on the same game engine as OoT, this adventure is very much a stand alone title. Majora's Mask was intended to be a side story, however, the designers simply couldn't resist continually adding more and more features to the game. The entire plot and your main goal is based around a time system that gives you a total of three days to complete your tasks. Unlike OoT where time stood still in villages or markets, time will only stand still in Majora's Mask while you are talking to characters or updating your sub-screens, this approach to the game allows all sorts of wonderful things to happen in real time and everything that does happen could effect the whole outcome of your quest. Confused? You will be. Majora's Mask is also a lot darker than it's predecessor and can actually become very intense. Three Days is only seventy hours and a minute in our time translates to an hour in game time so the clock is constantly ticking and the heat is always on. But if you think because of those factors you'll be finishing the game in no time, you've got another thing coming. Link will be able to purchase time or find items that will help turn back the clock so he can complete tasks that he couldn't before, this can allow for a lot more of the game to be completed and also suggests that it won't take a matter of completing the game in seventy-two minutes.

Majora's Mask will require the 4Mb expansion pak to run and takes full use of the little paks capabilities. Veterans of OoT will notice that the parallel Hyrule has a lot more trees on screen now as well as more enemies on screen at once. Instead of the barren look we were confronted with in the first of the N64 Zelda titles. The game also differs from it's former incarnation with Link's abilities, just as he was able to collect objects like the power gauntlets which allowed him to lift heavy objects or pluck the Goron Special Crop from the ground, Link will now have the opportunity to actually become the creature he needs to complete certain tasks. This allows Link to pick the Special Crop up without any problems and also gives Link the chance to use the Goron's other ability, rolling! These features also give the players more mini games to compete in and could give Majora's Mask more replay value than OoT's fishing, horseback and archery did. Majora's Mask is due out in late November and N64 Gamer will have a full review soon. Until then enjoy these screens.

— STEPHEN FARRELLY





# The Reviews



Your ultimate source of unbiased reviews on all upcoming N64 games!

## Hot Game: Spiderman

**Spin me a web baby**



I love guys in tights. Hey, don't take that the wrong way. Professional wrestling is hella cool and I've always been partial to a bit of the ol' costumed vigilante with a secret identity thang. I'd love to say that the Batman game is the Hot Game, unfortunately, it sucks dog's balls (to use an eloquent phrase from my youth). Spiderman is where it's at this month, on the GBC. He beats up bad guys, he swings around New York and he has the proportional strength of a spider. You couldn't want much more from your friendly, neighbourhood wallcrawler. Remember, with great power comes great responsibility.

- Jason Todd

**36**

### Pokémon Puzzle League

Nothing can keep these guys down. Another game from Pikachu and pals. This time a puzzler (as the title suggests).



**38**

### Batman of the Future

What happens when Bruce Wayne is too old to pull on the funky, black jump suit? Terry takes over as Batman (in the future, no less).



**39**

### San Francisco Rush 2049

It's you. In a car. In the year 2049. Driving fast. Very Fast. Lotsa stunts.



### The review scores explained

<b>100%</b>	The perfect game. This game has to have that magical combination of graphics, sound and gameplay that makes the perfect game.
<b>90% / 99%</b>	An excellent game - well worth purchasing.
<b>80% / 89%</b>	A good game - with only minor faults.
<b>70% / 79%</b>	An average game - worth having a look at for fans.
<b>60% / 69%</b>	A poor game - only for the die-hards.
<b>50% / 59%</b>	This game sux - run away - quickly!
<b>40% / 49% and below</b>	This game is an absolute dog. Never play this game ever. Don't even look at the box, as it may cause blindness.



### LASTABILITY

This score gives you an indication of how long the game will last before you get bored of it.



### GRAPHICS

A good score here means you can expect some amazing visuals.



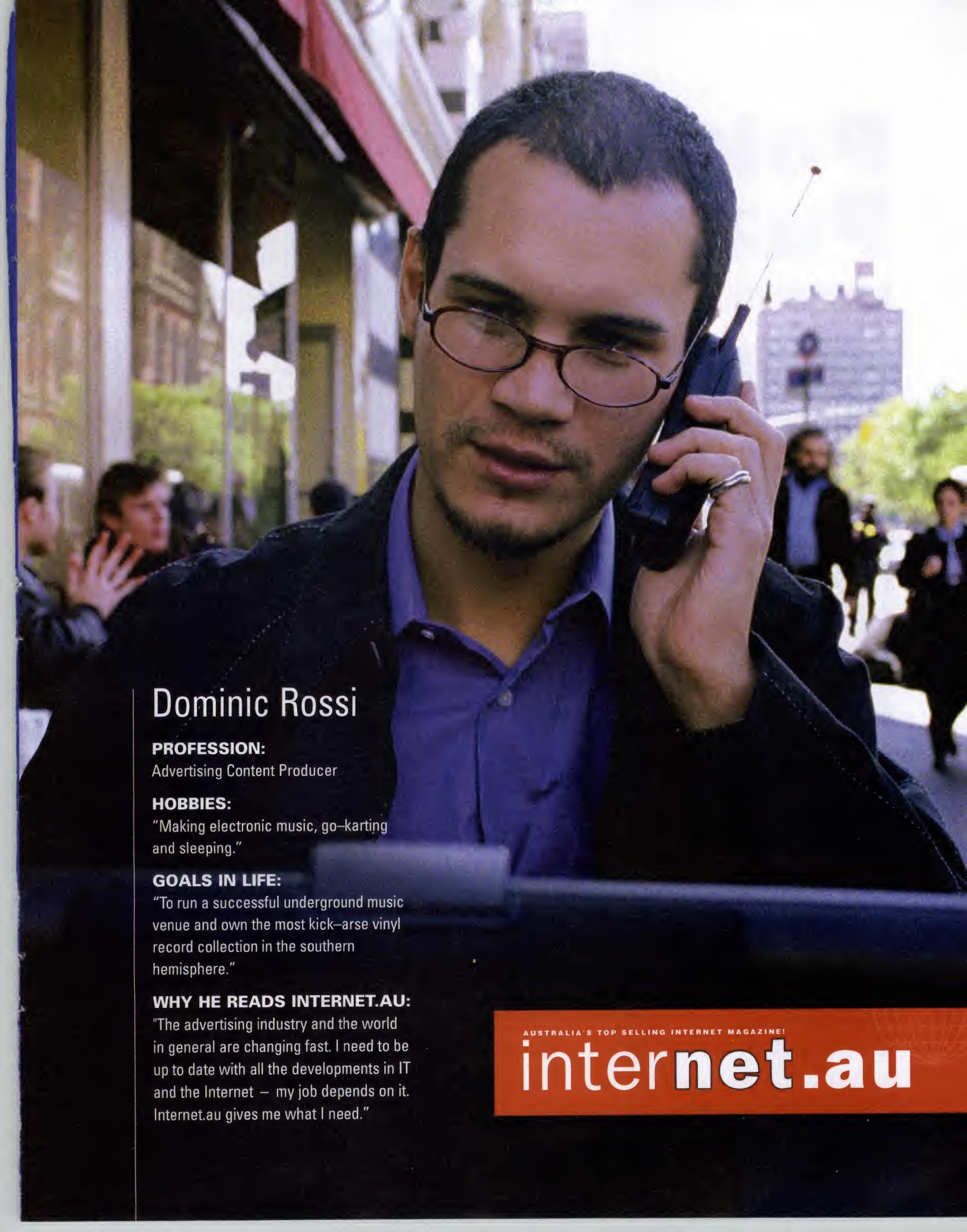
### SOUND

A game's music and sound effects can really enhance the experience.



### GAMEPLAY

This is the crunch - if it isn't enjoyable to play, then what's the point?



## Dominic Rossi

**PROFESSION:**

Advertising Content Producer

**HOBBIES:**

"Making electronic music, go-karting and sleeping."

**GOALS IN LIFE:**

"To run a successful underground music venue and own the most kick-arse vinyl record collection in the southern hemisphere."

**WHY HE READS INTERNET.AU:**

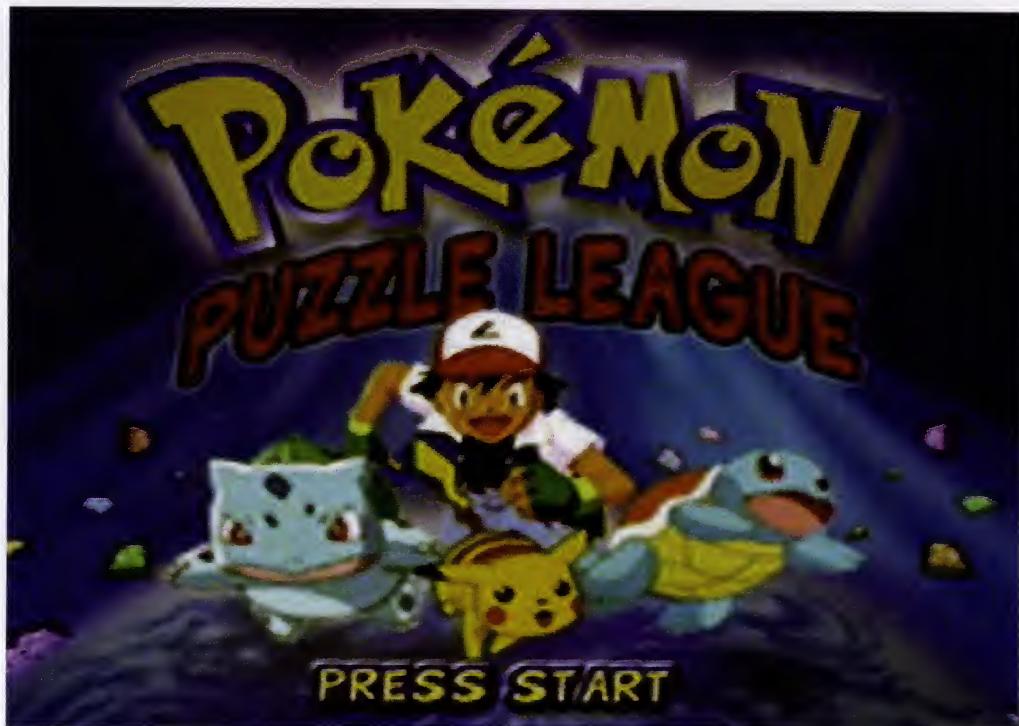
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# Pokémon Puzzle League

Pokemon's popularity is the only thing that puzzles Meghan Jane Girdler



It seems that nary a month goes by these days without a Pokemon game exploding onto the scene. Stadium, Snap, Gold, Silver, the list seems to be to go on forever with no end in sight. While the little monsters regularly appear on both the N64 and Game Boy, the games are very different. RPG's have been the standard for the handheld while "unique" games have been N64 exclusives. Pokemon Puzzle League steps out of this formula and will appear on both consoles. The reason is that the game concept works just as well at home and on the road.



## What is the Matrix, um, concept?

A few years back a simple block-based puzzle game was released on every console known to man, going on to break records and redefine



the puzzle genre. The game was, of course, Tetris. In the last ten years it has spawned as many clones as Mario but, just as not all platformers suck, not all Tetris clones suck either. Pokemon Puzzle League is an excellent game, in its own right. Nintendo took no chances with the very lucrative license by, basically, painting Tetris Attack in Pokemon colours. Tetris Attack

is one of the better block puzzle game (so good that it carries the name "Tetris").

The original puzzler involved fitting shapes together to form lines. The more lines, the greater the score. Pokemon Puzzle League has a similar idea but instead of fitting shapes together, you need to match colours. Sounds simple, doesn't it? Just like any good puzzle game, PPL relies on a simple idea which becomes more complex as the game, and your skill, progresses. The secret to blitzing the game lies in the ability make chain reactions. Line up your colours to bump some blocks off the screen and in the reshuffle hope (or plan) to have the new formation match up more colours.

## Poke this, buddy

The Pokemon presentation of the game has nothing at all to do with the gameplay mechanics as it is simply there to help units walk off the shelves. If Superman 64 had starred Pikachu I'm sure that it would have been a raging success. This may seem like a cheap marketing ploy but there is a reason that all games Pokemon do so well - they are all excellent products. Whether you're a fan of a particular genre or not is subjective but each Pokemon game stands as an example of quality. Tetris Attack, um, I mean Pokemon Puzzle League is no exception.

Over a dozen different Pokemon trainers are available to play as but it makes little difference who is used. Each trainer has different Pokemon but the differences are only graphical. Ash, the charming young star of the television series can use Pikachu, Squirtle or Bulbasaur. I wonder if Charmander got all depressed when he learned he was the odd one out. You pick which of your Pokemon you will use for the





bout and this influences the graphics. If you select Pikachu then he is visible on the screen and he talks to you occasionally. He doesn't have any extra powers over Pokemon types that are weak against electric attacks. While this may have helped give the game more of a Pokemon feel it would have detracted from the fast-paced gameplay. Once the match picks up speed you don't need to be worrying about the strength of your Pokemon.

#### Cylindrical fun

A new aspect which has been added is the 3D mode of play. This means that instead of having a well which has a left and right wall, the play area is a cylinder with the left and right side curving around behind the play area to join up. This doesn't really add much to the gameplay and I found it to be more irritating than

enjoyable. I must just like my puzzles in 2D.

There are a few varying modes of play, including Marathon, Time Zone and Two Player. Unfortunately there are no options for three or four player bat-

#### Second Opinion

If you like puzzle games then you may want to check this out. I'm not a huge puzzle fan, myself so I'd rather not waste time with anything other than Tetris. This is okay but not really a Pokemon game.

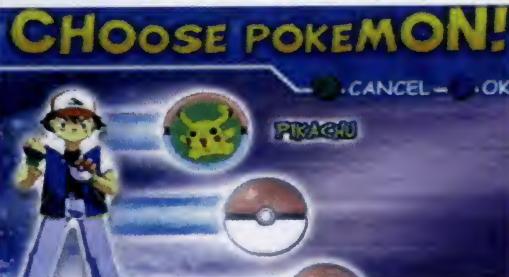
Jason Todd

tles. I guess this keeps the Pokemon ideal of one-on-one battle alive but it's still a bit disappointing.

The music is a basic mixture of Nintendoised music from the show and poppy puzzle music. There's not much to write home about. As your blocks get higher and higher, with your eminent doom seeming, well, eminent, the pace of the tune does pick up to prepare for your failure, though.

#### Puzzle me this

If you don't like puzzle games and you hate Ash and friends there is nothing for you to see here and I'm surprised that you've bothered to read this far. You must be really bored. Anyway, for everyone else, this game is worth having a look at. If you're the kind of person who goes out at night dressed like Pikachu than you need counselling and you need this title. If you like to take a break for Perfect Dark with a bit a fast paced puzzling this may be worth a look.



#### ALTERNATIVE ACTION

##### THE NEW TETRIS

This game has a four player mode and it's the original block-dropping extravaganza. You may prefer that over the Pokemon theme of PPL.



#### THUMBS UP

- A solid puzzle title
- Has Pikachu in it



#### THUMBS DOWN

- Nothing original here

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

GENRE: PUZZLE

RELEASE: DECEMBER

PRICE: \$79.99

RATING: G

PLAYERS: 2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: IN CART

MEM EXPANSION PAK SUPPORT: NO

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

**82%**

# Batman Of The Future: Return of the Joker

Rodney Gall thinks this Batman game is beyond a joke



Possibly the coolest comic book character ever, Batman has gone from strength to strength in recent years. The revolutionary animated series made in the early 90s spawned a sequel for the dawn of the new millennium, Batman Of The Future. Set 50 years from today, it depicts Bruce Wayne as a grizzled senior citizen far too old to jump between buildings in tights. So that Batman can still fight crime, he's enlisted a high school student called Terry McGinnis to take his place.

Terry hasn't trained for decades like Bruce has, but he has an edge to counteract his inexperience. The bat-suit he wears is a computerised marvel made out of advanced synthetics. It can amplify the wearer's strength by a factor of ten, see in the dark, turn invisible, listen through walls and do other groovy things. Now driving a new anti-gravity Batmobile that resembles a stealth fighter, Batman is your typical cyber-criminal's worst nightmare.

## The joke's on us

Due for a straight to video release (in America, at least) at the same time as this game is the long-awaited Batman Of The Future movie. The Joker, Batman's arch-enemy, has returned to Gotham City. A mass murderer with a penchant for making incredibly bad jokes, he must be stopped for the greater good. There's a certain amount of irony at work there, as this game is an incredibly bad joke, and for the sake of the children should never have been released.

What we have here is a side-scrolling beat-em-up, a genre that hasn't evolved much

since Golden Axe. Not to say that this is a high watermark, rather that it cowers in the shadow of games released over a decade ago. Primitive cut scenes string together some astoundingly repetitive combat. The only strategy comes from choosing the correct suit mode to tackle various situations, and while there are a handful of combat moves you can do, only two will work at any given setting, and these are usually a variation of the "punch" or the "kick." No combo moves, no dramatic tension, and no reason at all to buy this game, unless you have no appreciation of quality whatsoever and just want to control some confused polygons that look a bit like Batman.

## Watch it. Don't play it

At the time of printing it was rumoured that The Return Of The Joker (the video) was being delayed because initial test screenings gave a negative response to its dark, adult feel. The story goes that they're taking an extra two months to hack the film to bits and make it a more "family" experience.

This misses the point of Batman entirely, just like this game. It's supposed to be an exposition on human suffering and madness in a merciless urban setting, not a whack-a-mole game for your Nintendo. If it's any consolation kids, the PlayStation version of this is even worse, as you have to sit through loading times on top of everything else.

The cartoon show is great, go and rent it. This cartridge, however, doesn't deserve that attention.



## ALTERNATIVE ACTION

### GAUNTLET LEGENDS

This retro sword & sorcery slash fest has a few things over Batman Of The Future. Four player mode, spells, groovy power-ups, action, and most importantly ENTERTAINMENT.



## THUMBS UP

- It has Batman in it

## THUMBS DOWN

- The game is not fun to play  
- It has no redeeming features



PUBLISHER: UBI SOFT

DEVELOPER: KEMCO

GENRE: BEAT-EM-UP

RELEASE: NOVEMBER

PRICE: \$99.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

MEM EXPANSION PAK SUPPORT: NO

## LASTABILITY



## GRAPHICS



## SOUND



## GAMEPLAY

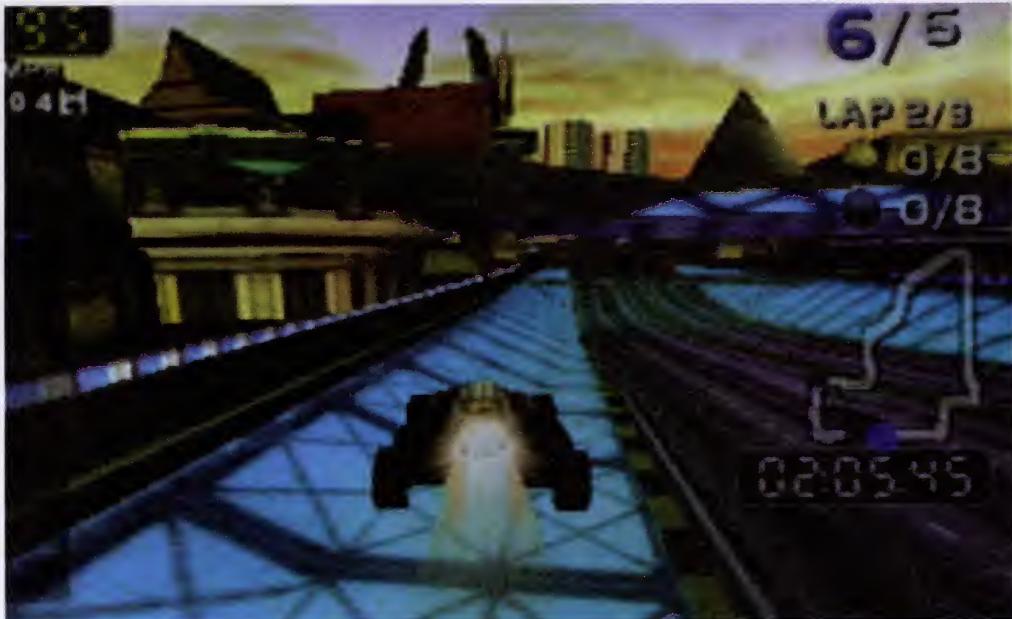


## OVERALL

**13%**

# San Francisco Rush 2049

Jason Todd test drives the third game of the series



The Rush games have been around for a while (this is the third game for the N64) and have set themselves apart by relying more upon unbelievable stunts and high-flying shortcuts than realistic, fast-paced racing action. SF Rush 2049 follows this style.

#### Six times the fun

There are six racing tracks which can be played in reverse and mirror modes as well, separate stunt tracks and battle arenas. Spud-brained computer cars have been included so that you can pretend you're racing opponents but in reality you are only up against yourself. Shaving seconds off your own best time is what the game is really about. Each track is crammed with a multitude of short cuts, which need to be discovered. As they can conceivably involve flying through the air for fifteen seconds you will need to scout around for jumps or hidden gaps. Four stunt tracks and ten battle arenas are

available. The battle mode plays similarly to the Vigilante 8 series. That's sort of a third person, power-up collecting thing. It would have made a fantastic game in its own right. All modes of play are available for four players to participate in, which is a feature that had been sorely missing from many racing games for the N64.

#### Totally stunted

The stunt mode involves, simply, pulling off sick-ass tricks for points. An added feature, to your car, are the stunt wings. These are stabilisers that the player can stick out of the side of the car to both slow, and control, the descent of a vehicle. These are very useful while racing but not for the stunt mode. Sure, they will help you land much more easily but that will cost you points. So many points, in fact, that using them is entirely negated. The cars are very Space-Age looking as it is set forty-nine years in the future. The graphics have been improved greatly with the N64's patented blur effects kept down to a minimum. The music is the best ever for a Rush game with the sound effects more than providing the necessary bumps and grinds of the unrealistic racing game. Overall, SF Rush 2049 is a great way to cap off the series. If you like the previous titles you'll love this one and if you have not yet experienced the Rush this could be a good time to sign up.

#### ALTERNATIVE ACTION

##### SAN FRANCISCO RUSH

If you want more of the same you can't go past the earlier titles in the series.



#### THUMBS UP

- Excellent multiplayer fun
- The best of the series

#### THUMBS DOWN

- CPU cars are very docile



PUBLISHER: MIDWAY

DEVELOPER: MIDWAY

GENRE: RACING

RELEASE: JANUARY

PRICE: \$89.99

RATING: G

PLAYERS: 1 - 4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

MEM EXPANSION PAK SUPPORT: NO

#### LASTABILITY



#### GRAPHICS



#### SOUND



#### GAMEPLAY



#### OVERALL

**82%**

# Pokémon Trading Card Game



If you're familiar with the other Pokémon Gameboy games, and with the "real" trading card game, the basic gameplay of Pokémon Trading Card Game will be easy. However, you'll soon have to acquire the skills of deck-building and card strategy to master the game. Alisha Gleeson has the complete walkthrough for you right here...

N64 Gamer

Pokémon Stadium



N64 Gamer

Zelda 64









You start off in the home of Dr Mason, the renowned Pokémon card expert. Believe it or not, researching Pokémon cards is actually a profession in the crazy Gameboy world. Anyway, this guy will give you a rundown of how to play the game in case you can't be bothered reading your manual. Dr Mason is also kind enough to give you a deck of your choice. You get to choose from Bulbasaur & Friends, Charmander & Friends, or Squirtle & Friends. Like in the original Pokémon games, Bulbasaur is the best choice. Your first big battle is against a rock pokémon expert so grass is the obvious pick.

Whichever deck you choose, you're going to want to start some battling so leave Dr Mason's lab and go to the Rock Club. The map in Pokémon Trading Card Game makes travelling much easier - you simply choose where you want

to go instead of having to endure lots of walking. When you get to the Rock Club you'll meet Ronald, a fellow Pokémon card collector who wants to inherit the Legendary cards. He

MATTHEW

TASH

EACH PLAYER WILL DRAW 1 CARDS.

quickly becomes your rival so just ignore his patronising attitude and go find some opponents!

Head into the room on the left and you'll meet a few other kids. The one at the far end of the room is a col-

lector who you can battle, so get ready for your first fight! When you start the battle you're shown your opponent (1) and told that he uses a "Hard Pokémon" deck. Because he's in the Rock Club it's obvious that this deck will consist of mainly rock-type cards. If you chose Bulbasaur & Friends the match should be dead easy due to the rock pokémon's weakness (2). He uses some pokémon with really high HP like Onix so nailing their weaknesses is very important. It's also a good idea to have your own high HP pokémon like Kangaskhan to stall while you power up your others with energy cards.

OHODORINO LU25

MAROWAK LU2b

80 DAMAGE DUE TO WEAKNESS!

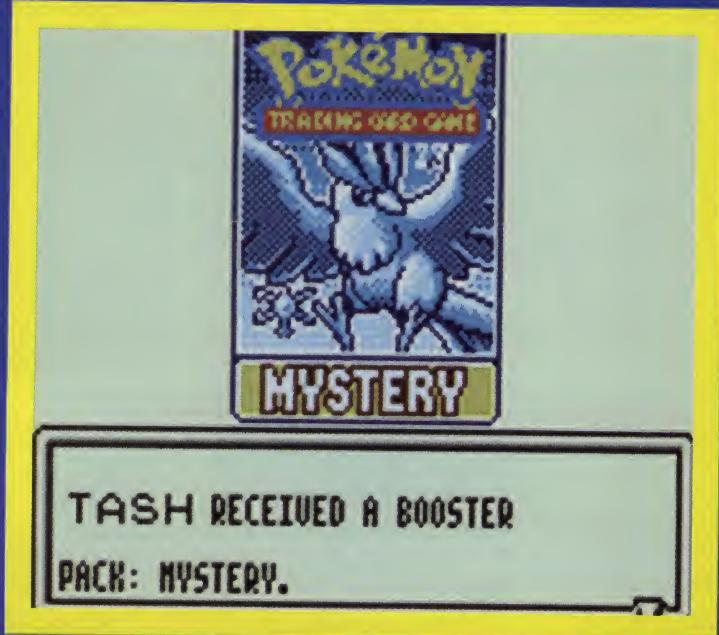
PRIZES LEFT 1 CARDS  
ACTIVE POKÉMON YES  
CARDS IN DECK 35 CARDS

WIN TASH

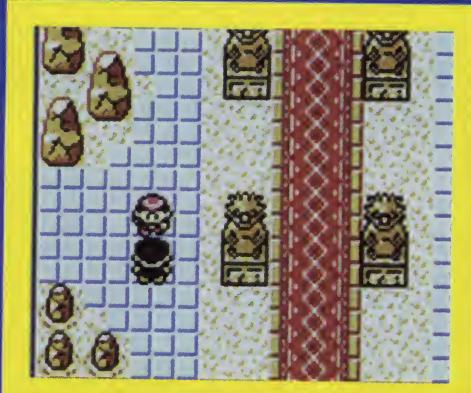
PRIZES LEFT 0 CARDS  
ACTIVE POKÉMON YES  
CARDS IN DECK 29 CARDS

LOSE MATTHEW

YOU WON THE DUEL WITH MATTHEW!



If you are successful and defeat Matthew (3) you are awarded with two booster packs (4). You'll notice that these booster packs seem to give you much better cards than real booster packs do. You start receiving rare and powerful cards right from the start. Instead of



having the packs split into Base, Jungle and Fossil series, they are split into different kinds of packs. They are called Mystery, Colosseum and Evolution. Supposedly they each contain certain cards but it really seems to be just random.

First go to the one in the bottom left-hand corner (5). This is Andrew, who uses a "Blistering Pokémon" deck. This contains some psychic and fire pokémon which could mean trouble for you. His Cubones can also be a problem with their Snivel attack which prevents damage (6). But overall his cards don't have very good attacks so you should be able to win. Beat him for two more booster packs which will give you some more good cards.

Next go to the kid in the middle of the right-hand side of the room. His name is Ryan and his deck is called "Excavation". He's a bit tougher than the other opponents and you may have to try a few times before beating him.

The only other person in the Rock Club is the leader but it's a good idea to fight the others a few

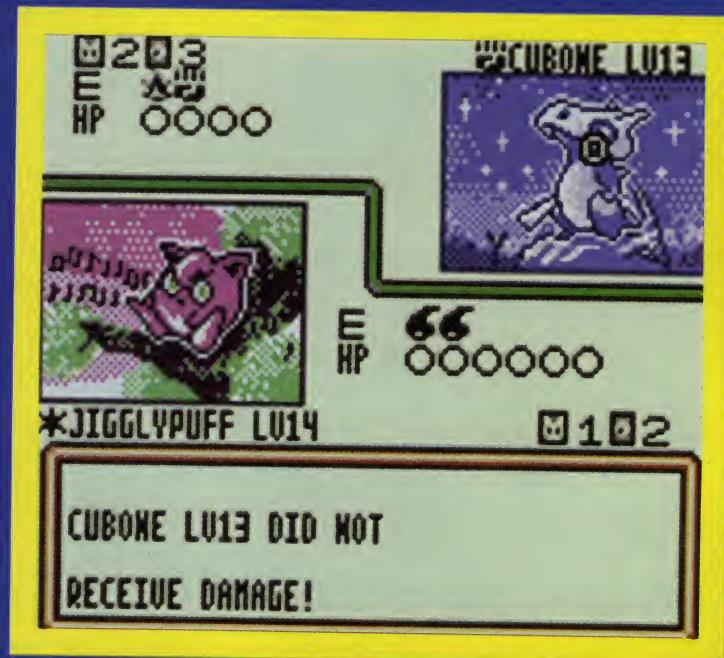
You can battle Matthew - and any other player - as many times as you want to get some experience and some more cards! But before you go into another battle, go to the computer and check your mail. You should have two emails from Dr Mason, each with a booster pack attached (technology is amazing isn't it?).

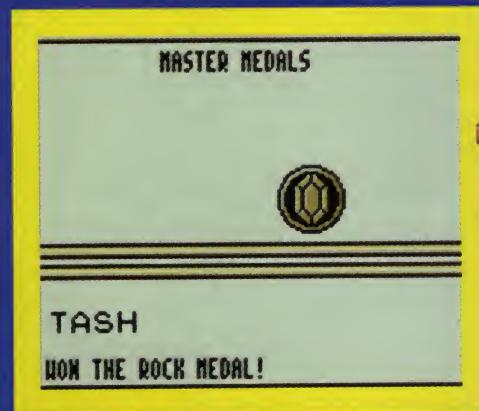
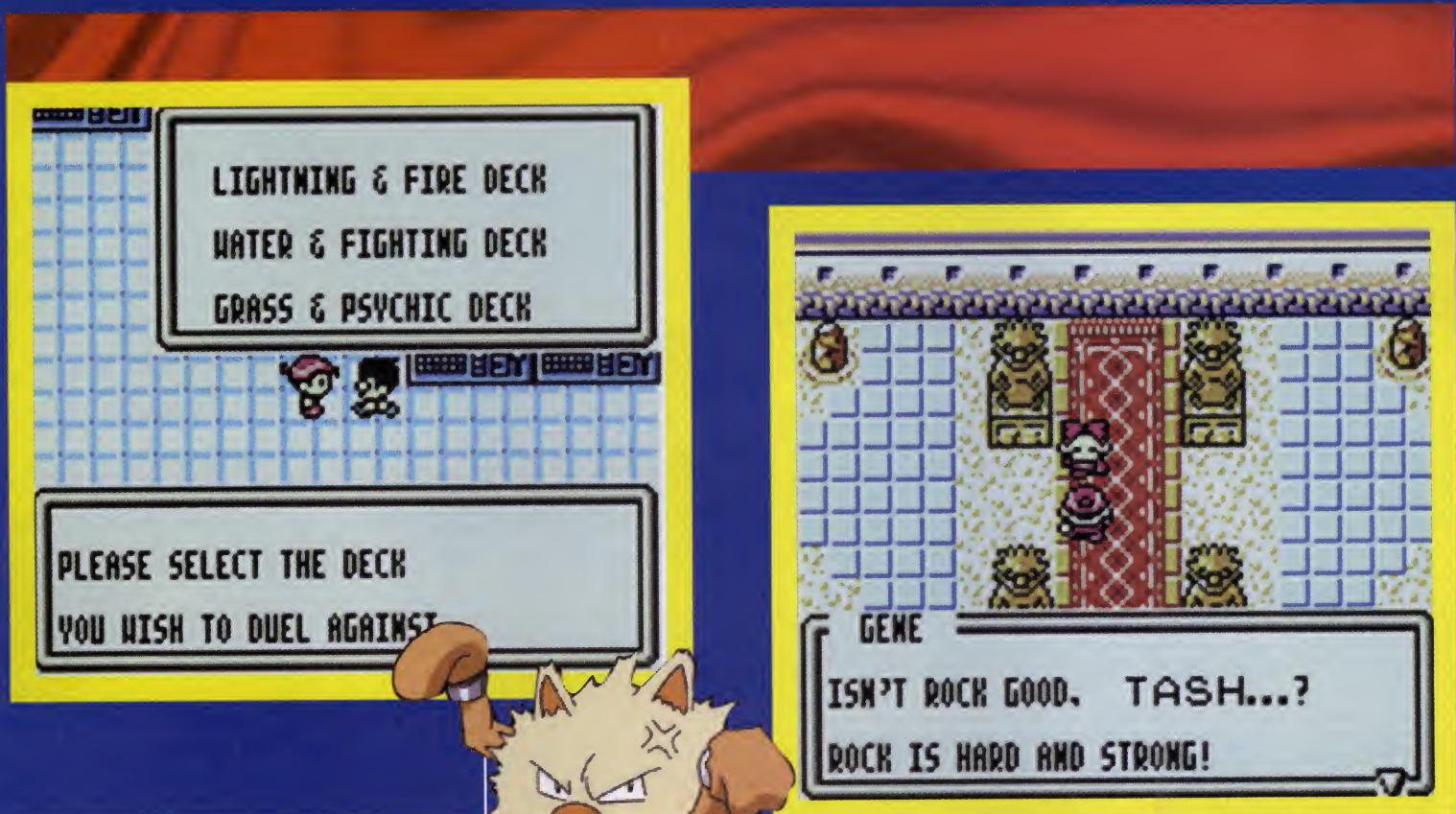
Now head back into the main room of the Rock Club and go up to a new room where there are a few members of the club who you can fight.

more times before challenging him. This way you can build up a good deck from the cards that you win in booster packs. If you need more Energy cards then go back to Mason's Lab. In the room on the right there's a man called Aaron who you can fight to win a booster pack which only contains energy cards. The best part is, you can choose which of his decks you want to play against (7) so choose the one you know your pokémon will beat and fight him!

When you think you're ready, go up to the man at the back of the room and talk to him (8). He's the leader of the Rock Club, Gene. His deck is called Rock Crusher and because this is a special match you play for the full six prizes. This means that it will be a longer, harder battle so you'll need both strength and strategy to win. You will also need speed because if Gene gets time to evolve his Geodudes into Gravelers he'll be almost unstoppable. So get in there and attack as fast and with as much power as you can, and you'll be able to defeat him. Doing so will earn you a Master Medal (9).

Once you have the Rock Medal, go into





the room in Mason's Lab where you fight Aaron. This is the deck building room and now that you have a Master Medal you can go to



it by inserting your Rock Medal (10). There are five different decks that this machine can build for you provided you have the cards that are needed. For now you probably won't have earned enough booster packs to have the right cards so just stick with the deck you've got.

You can now go to almost any club you want. Depending on what cards you have, your deck will be good against certain clubs and bad against others. Go to the Science Club first. Because "science" isn't an actual type of pokémon, the decks in this club are varied.

There's not much to do in the room on the left so go to the top room for some battles. First you'll fight Erik with his Poison deck. This consists of mainly grass pokémon. He also has a very annoying Trainer card called Imposter Professor Oak. This card causes you to discard your hand and draw seven new cards. It's best to power up your pokémon as soon as you can in case he uses this card.

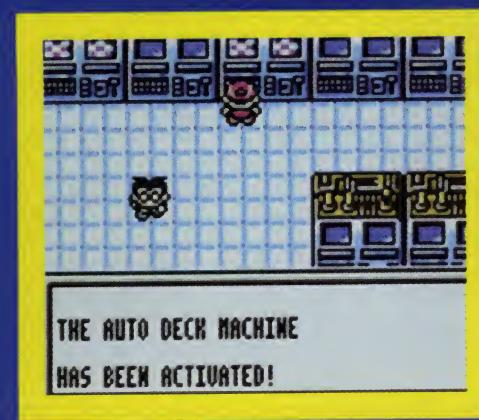
The man up the back of the room is David. His deck is called Lovely Nidoran and as you can guess it is once again a primarily grass deck.

To get to the leader you first must battle

the machine in the middle of the top row and activate Joseph, the guy who is blocking the way to the leader. His deck is called Flyin' Pokemon so it's obvious what sort of pokémon he's going to have in his deck. If you beat him you'll get a new kind of booster pack called Laboratory (11). You'll also have access to the leader of the club.

The leader is called Rick and uses a deck named Wonders of Science. This has mainly psychic and poison (which are part of the grass type) pokémon in it. He's a hard opponent because his pokémon like Muk and Mewtwo can do a lot of damage in one hit. You'll need to evolve your pokémon or use Basic pokémon that have high HP and strong attacks. If you manage to beat him you will receive another Master Medal to add to your collection.

If you win you will encounter Ronald on the way out. This time you have to battle him and his stupidly titled I'm Ronald! deck. It is a combination of water and fire pokémon. If you beat Ronald you are rewarded with a special card (12). It's a good idea to





**TASH RECEIVED A BOOSTER**

**PACK: LABORATORY.**

The guy in the top left of the room is Nicholas. His deck is called Boom Boom Selfdestruct so it's predictable what sort of moves his pokémon are going to have. Selfdestruct and Explosion are very powerful moves even if they do cause

**TASH RECEIVED A PROMOTIONAL CARD JIGGLYPUFF LU12!**

and the latest one will contain not one but two booster

packs! Now go to the Fire Club. In the room on the left is a kid who asks you for all your Energy cards. If you give them to him he will tell you about a spot on the wall where there is something hidden. If you then have a look you will find a promotional Slowpoke card. The catch is that you have to give away all the Energy cards which aren't in your decks or you can't find the card. You can easily get around this problem by organising a new deck and putting all but one of your Energy cards into it. When you speak to him he will still tell you about the card (15) and you'll be able to get it with the loss of only one Energy card! You can then dismantle the deck.

Go into the top room where some opponents are waiting for you. First up is John with a deck titled Anger. As you would expect, it contains pokémon with moves like Fury Attack and Rage.

Next is Adam with a Flamethrower deck. Watch out for his Magmars which have very high attacks and can knock out your pokémon quickly.

Before you fight the leader, you come up against Jonathan and his Reshuffle deck. He is not as hard as the other opponents as he does not evolve as much. If he manages to evolve his Vulpix, though, look out! Ninetales is almost unstoppable with its Dancing Embers attack.

When you finally come up against the leader you'll see that he is called Ken and he uses a deck called Fire Charge. He is not too hard to beat if you have a team of water and fighting pokémon - these will easily defeat his



save the game before fighting him so that you can keep trying to beat him and get this rare card.

You should now have another email waiting for you so go to the PC and check it. You'll receive another booster pack. Once you have it head to the Lightning Club for your next challenge. In the room on the left there is someone who wants to trade his L20 Electabuzz for your L35 Electabuzz. It may seem like a crazy trade but his Electabuzz is a promotional card, meaning that you can only get it once in the game. If you're into collecting rather than battling, it's a good idea to trade.

Go to the room up the top where there will be some people for you to battle. Right in the middle of the room is a girl called Jennifer who uses a Pikachu deck. Unsurprisingly, this deck consists of the many different Pikachu cards (Flying Pikachu, Surfing Pikachu and so on). Fighting pokémon are perfect here.

the pokémon who uses the move to be knocked out. You will need pokémon with very high HP to be able to survive these moves so try and evolve as soon as you can.

The kid in the top right of the room is Brandon. He has a deck called Power Generator and is full of electric pokémon. He is relatively easy to beat compared to the hard battle you just fought with Nicholas.

The man up the back of the room is the leader of the Club. He's called Isaac and uses a deck named Zapping Selfdestruct. Like with Nicholas, you will have to watch out for the Selfdestruct move. Cards like Defender will come in handy here to stop Isaac knocking out your pokémon. If you have some strong fighting pokémon like Diglett and Dugtrio use them to knock out his pokémon as soon as you can! If you win, you will receive another Master Medal.

Remember to keep checking the PC for emails. You should have two new ones by now



**PSYCHIC CLUB MASTER MURRAY**  
**STRANGE PSYSHOCK DECK**

fire and colourless pokémon. When you win you receive your fourth Master Medal (16).

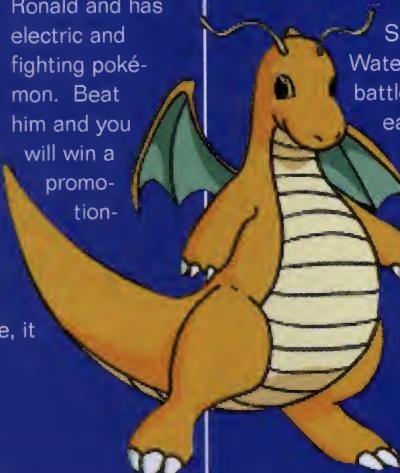
Next, go to the Psychic Club. In the room on the left you can fight Robert. He uses a deck called Ghost, which is obviously full of ghost pokémon.

At the back of the room is man who promises to give you something valuable if you beat Murray, the leader of the Psychic Club. So go to the top room of the club to fight some other kids. Stephanie, on the right side of the room, uses a Strange Power deck.

The boy is called Daniel and uses a deck named Nap Time. As the name suggests, the strategy of this deck is to send pokémon to sleep. He is very hard to beat because of his Hypnosis and other sleep inducing attacks.

The man in purple is leader of the club, Murray (17). His deck is called Strange Psyshock and obviously consists of psychic pokémon. He uses a lot of pokémon like Chansey and Mr. Mime who are capable of preventing damage from attacks. This means that you'll have to try using other forms of damaging the opponent. Poisoning and Confusing are great ways of doing this. Beating Murray earns you another Master Medal. You're now more than halfway there!

On your way out of the Psychic Club you'll meet Ronald again. His deck is now called Powerful Ronald and has electric and fighting pokémon. Beat him and you will win a promotion-



al card (19). As with last time, it is best to save the game before fighting him if you want the special card.

Before you go to the Water Club for your next challenge, go to the room on the left of the Psychic Club. Talk to the man at the back of the room and he will give you a promotional Mewtwo (20). This just happens to be the card that came free with the video of Pokémon: The First Movie. Once you have the card, go to

the Water Club.

In the room on the left is a girl who has an Arcanine which she wants to trade for Lapras. Arcanine is a very good card so if you have a Lapras to spare it's a good idea to trade. The only problem is that Arcanine isn't going to do you much good in the Water Club so it might be a better idea to come back and trade later. Whether you decide to trade or not, there's no battles for you in this room so go to the top room where you can fight two sisters.

Amanda is the yellow-haired sister who uses a Lovely Friends deck. This is a water pokémon deck with grass pokémon as backup. Electric pokémon will be a great help here for fighting the water pokémon. Amanda doesn't evolve her pokémon much so it's good to have pokémon which can get a reasonable amount of damage done without losing much themselves.

The blue-haired sister is Sara. She uses a deck called Waterfront Pokemon. Because the battle is only for two prizes, she is easily defeated. After beating her go to the man in the top right-hand corner of the room. Talk to him as you will have to battle him in order to get past and fight the leader.

His name is Joshua and

# Pokémon Trading Card Game



his deck is Sound of the Waves. He has a habit of evolving his pokémon while they are on the bench. Be sure to evolve your pokémon too, or bring out powerful basic pokémon at the start.

When you beat Joshua you will be allowed to battle Amy (21). She has a deck called Go Go Rain Dance. Those of you familiar with the Trading Card Game will have heard of a Rain Dance deck, and this is a variation of it. Amy uses Blastoise's Pokemon Power to attach water Energy cards to her pokémon as many times as she wants. This means that she can power up her pokémon a lot faster than you can, making her a tough opponent.

If you manage to beat Amy then go to the Grass Club. There is a girl in the room on the left who will trade you her Vileplume for your Oddish. This girl is absolutely crazy. Vileplume (22) is an excellent card and Oddish is very common so you'll easily have one or two to spare.

After you trade you can fight the girl sitting at the table. Her name is Brittany and she has a deck called Etcetera. It contains grass pokémon with a few electric ones in there too.

When you go into the top room of the Grass Club, Heather will inform you that you must defeat three members of the club before fighting the leader. You've already beaten one (that was Brittany) so fight Heather and her

Kaleidoscope deck. Then go to the other girl in the room. She's called Kristin and uses a Flower Garden deck. If you beat her she will tell you that the leader, Nikki, is at Ishihara's house. Sure enough, she will be there. Talk to her and she will head back to the Grass Club. Follow her there and do battle!

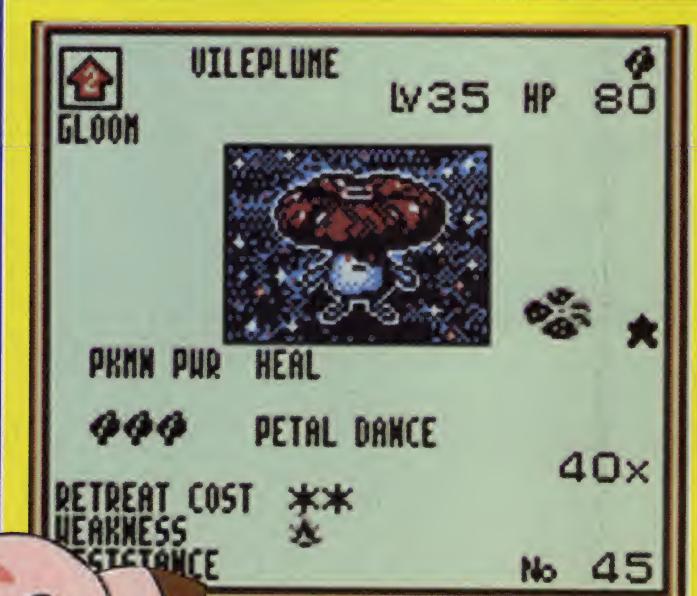
Her deck is called Flower Power and is obviously full of grass pokémon. Use lots of

(23). His deck is called Heated Battle.

The last of the Rock Club members is found in the Fire Club.



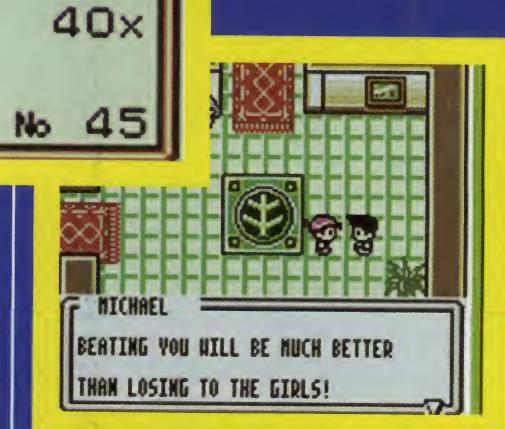
She's called Jessica and uses a deck called Love to Battle. After you beat her head back to the Fighting Club where you can now battle Mitch (24). His deck is called First-Strike and contains some very powerful fighting pokémon. Try using psychic pokémon to beat him. If you



fire pokémon and beating her should be easy. If you succeed you will receive your second last Master Medal. Now it's time for the Fighting club!

In the room on the left you can give an Omastar to one of the kids. You don't get anything out of it, however, so there's not much point in just giving it away. Go into the top room and you will meet Mitch, the leader of the club. He will tell you that you must defeat his 3 pupils before you can fight him. They are all at different clubs so you have to go and find them all!

In the left room of the Rock Club you'll find Chris. He uses a Muscles for Brains deck. In the main room of the Grass Club is Michael



manage to win you will earn your eighth and final Master Medal (25)!

Make your way to PokéDome, which you can finally enter now that you have all 8 Medals. Rod, the leader of the Grand Masters, will introduce you to your next four opponents (26). First you will battle Courtney and her Legendary Moltres deck. Her Ninetales are very powerful with their Dancing Embers attack and will cause a lot of damage (27). You're going to need some powerful water pokémon



like Articuno and Blastoise. Lots of water Energy cards are going to be needed too!

The second challenge at Pokémon Dome is against Steve. His deck is called Legendary Zapdos and it is obviously a lightning deck. Fighting pokémon are the most useful when it comes to battling him. The best fighting pokémon to have in your deck are Diglett and Dugtrio. They need only a few energy cards to get going and when you evolve Diglett it is nearly unstoppable.

Next you will fight Jack, with the Legendary Articuno deck. You are told that Jack uses ice pokémon and he does, but really they are water pokémon. Because the Trading Card Game does not have ice as a separate type, ice pokémon are included in the water type (much like poison pokémon are part of the grass type). So don't think that fire pokémon are going to be of any use! Go for electric types instead. Powerful ones like Electabuzz will take out Jack's pokémon easily if you get in quick enough.

After beating the first three Grand Masters you come up against the leader of the Grand Masters, Rod. His deck is called Legendary Dragonite and he has a variety of cards. Dratini, Dragonair and Dragonite have no weaknesses so beating them can be really tough. You will have to use your strongest cards so make sure you have plenty of Energy. Use whatever you can other than fighting types because the dragons are resistant to them.



Pound at Rod's pokémon with all you've got and eventually you'll be victorious.

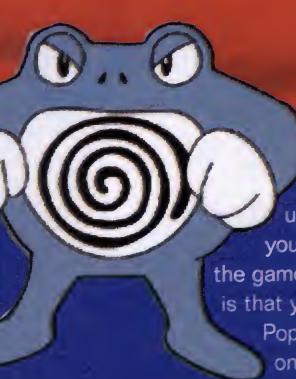
Just like in the other Pokémon games, beating all the opponents doesn't mean that you've really finished the game. In the previous games there was the incentive to travel around and catch 'em all, and Trading Card Game is no different. There are 228 cards for you to collect, whether through special events or just through booster packs.

One important feature of the game that you can check out while travelling around to the different clubs is the Challenge Hall. Located at the top of the map, this special place is where you can fight other trainers in order to win special cards. You have to defeat three trainers to win the prize and losing even one battle puts you out of the competition. Different cards can be won at different times in the game so it's a good idea to check back to the Challenge Hall regularly.

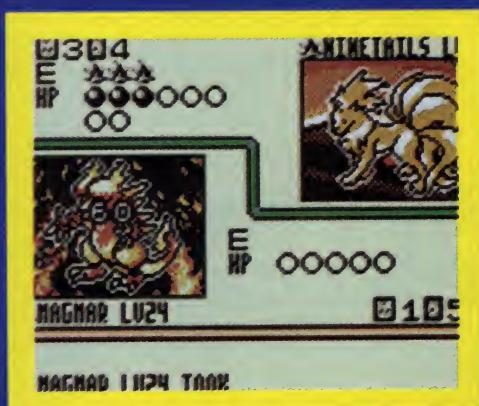
Also look out for the cards that you can only get once in the game. These special cards can be won at times such as when you give away your Energy cards to the kid in the Fire Club, or when you beat Ronald. The only way to get these cards is through these events so make sure you don't miss out!

Another interesting way to get cards is through a feature called Card Pop. If you have a friend who has Pokémon Trading Card Game and a Gameboy Colour, you can use the communication port to access Card Pop. What this does is give you each a free card. It's a

good way to build up your collection if you know people with the game. The only catch is that you can only Card Pop with each person once.



Of course, the best way to collect cards is through booster packs and thankfully you can battle any of your opponents as many times as you like. You'll still receive two booster packs when you win so rematches will soon become a very important aspect of collecting. It's also the best way to test out your decks. Designing and creating new decks is essential because you won't get through the game using your starter deck. Once you work out which cards are found in



which booster packs, keep fighting people who you know give those packs as prizes. That way, you'll soon build up an ultimate deck and be unstoppable!



# Pokédex

N64 Gamer's Pokémon index & news



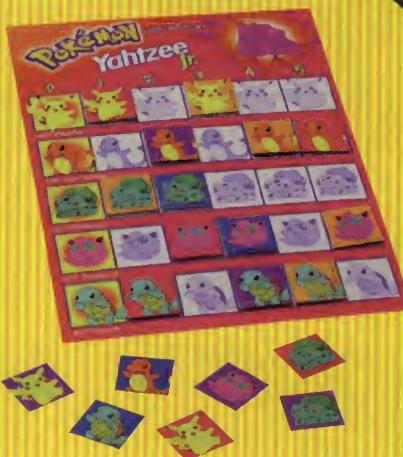
## Cuddle me, Pikachu

If you've ever wanted to sleep with Pikachu now's your chance. The yellow rat now comes as pillow, for all your slumber needs.



## Yahtzee!

If the standard game of Yahtzee is a bit too intellectually challenging for you perhaps Yahtzee Jr will be more to your taste, especially when you see Pikachu on the pack.



## Anti-competition laws



If Park Lane and Trafalgar Square seem like boring places to buy try investing in some Pokemon real estate. Pikachu St and Squirtle Ave can be yours in this Pokemon-themed version of the classic board game, Monopoly.

## Just like the real thing

If you're tired of your lame, unmoving figurines grab yourself the latest in hi-tech Pokémons. The action combat figures have moving parts and unique attacks. Charmander uses flamethrower and Venusaur razorleafs.



## Night time Pokemon



When it's time for bed and your pokemoning is reaching an end grab some glow-in-the-dark stickers to keep you going. Stick 'em on your bed post or on the ceiling. Spooky!



## Think about it

Everyday Pokemon are getting smarter and learning more (at least if you're a good trainer) so it was only a matter of time before the toys followed suit. Think Chip Pokemon toys can really battle and even have their own arena to host the shoush.



## Feeling board?

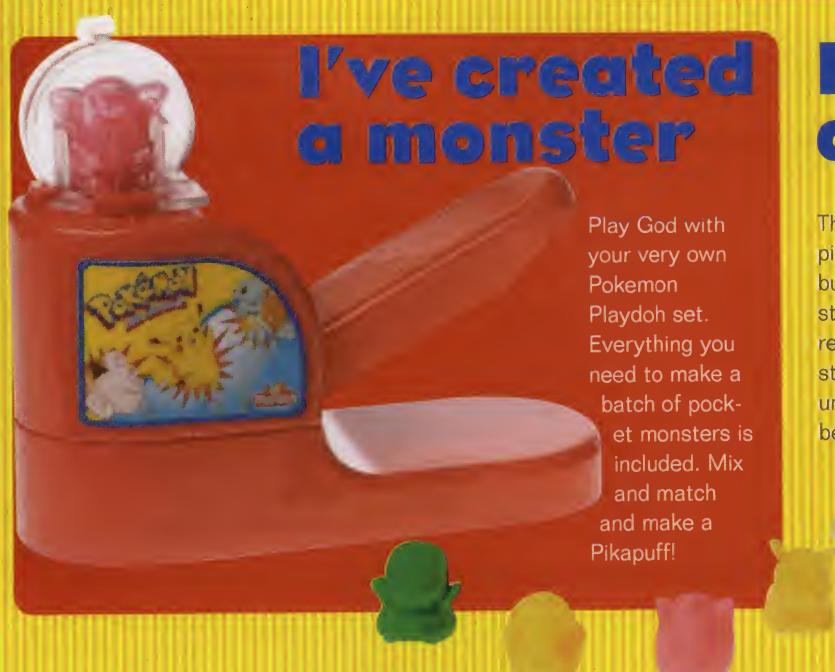
If a game of Monopoly isn't satisfying enough why not check out the Pokemon-exclusive board game which follows the plot of the television show more closely.



If you have some trading cards that are just too precious to risk damage this is the poke-accessory for you. An official trading card holder will protect your cards until you're ready for battle.



## I've created a monster



Play God with your very own Pokemon Playdoh set. Everything you need to make a batch of pocket monsters is included. Mix and match and make a Pikachu!

## Pikachu a pussy?

Then evolve your cuddle pillow into a tough and buff Raichu. He's stronger meaner and ready to battle the monster that lives under your bed.



# Character Profiles

With over 300 pocket monsters in the pokémon universe, N64 Gamer have decided to look at a few each month, both from the old and new batch of creatures.

**Togepi**

POKEMON 175

**HOW DO I SAY THAT?**  
TOH-GEH-PEE**ELEMENT**  
FIRE**TYPE**  
NORMAL**HEIGHT**  
0.3M**WEIGHT**  
1.6KG**TECHNIQUES**  
SHAKE FINGER**Squirtle**

POKEMON 007

**HOW DO I SAY THAT?**  
SHWUR-TULL**ELEMENT**  
WATER**TYPE**  
TURTLE**HEIGHT**  
0.60M**WEIGHT**  
8.6KG**TECHNIQUES**  
TRAIL -  
WHIP TACKLE**Otachi**

POKEMON 061

**HOW DO I SAY THAT?**  
OH-TA-CHI**ELEMENT**  
COMMON**TYPE**  
WATCH**HEIGHT**  
0.75M**WEIGHT**  
5.3KG**TECHNIQUES**  
TUCK TACKLE**Oddfish**

POKEMON 043

**HOW DO I SAY THAT?**  
OOO-OISH**ELEMENT**  
GRASS POISON**TYPE**  
WEED**HEIGHT**  
0.60M**WEIGHT**  
4.9KG**TECHNIQUES**  
ABSORB

Togepi has achieved remarkable success in Japan due to his irresistible cuteness. This creature, who remains mostly within his shell, is one of the newest pokémon and will appear in the Pokémon Gold and Silver Game Boy games. He first surfaced in the Pokémon cartoon and is a character in Pokémon: The First Movie. Togepi is a bit of a crappy fighter due to his young age, but as an underdog he collects a lot of support.

Squirtle is one of the pokémon selectable when beginning a game in Pokémon Blue and Red. In Pokémon Yellow you'll have to search hard for the little blighter as he's well hidden. Squirtle will eventually evolve at a level 16 into a Wartortle and then into a tank-like Blastoise. This pokémon can slap your ass pretty hard if he learns Water Gun, Bubble and Bite attacks. Ouch!

This new super-cute pokémon looks like a cross between a pikachu and poliwhirl. You'll only find him in Pokémon Gold and Silver and he can be caught in the early stages of the game. Due to his super agility, this pokémon can actually escape after you have caught him, but fear not readers, as there are plenty of these little tubs of lard to catch throughout most of the game. This pokémon evolves into an Ootachi.

Oddish isn't as famous as most other pokémon, but he is a very handy pokémon to own. Oddish specialises in using poisons which he spouts into the air in a pollen form. He can make enemies feel sick or just put them to sleep. Later on, this overgrown vegetable will evolve into a Vileplume. The Vileplume looks similar but has a girly flower on its head and is capable of stronger poison attacks.



# Pokéview

Each month we will look at a classic television episode or film and offer some information that you may not know about the little monsters.



Pikachu's ready to open up a whole can of whoop-ass on his enemy. As you can see, Ash and the others stand a safe distance away from Pikachu's electric attack.



Ash doesn't look too happy does he? He might be a bit of a pansy, but here we see him ready to release Psyduck against Team Rocket.



This pokémon, as we all know, is one of the toughest around. If you catch one of these suckers in the Game Boy game, give yourself a BIG pat on the back.



Oh oh... Team Rocket is up to no good again. Meowth, Jessie and James are planning something shifty, I'm guessing.



This pokémon makes Mr. Bad Ass look like a wimp. Mewtwo is released and is ready to give Pikachu a right bludgeoning.



Awww, look how cute Pikachu looks. If only he was real... and I was a little Pokemon myself and... (snip - Ed.)

# Game Boy GAMER

Enjoy all the biggest news on Nintendo's smallest console



## Turok 3: Shadow of Oblivion

MEGHAN JANE GIROLER GOES DINOSAUR HUNTING



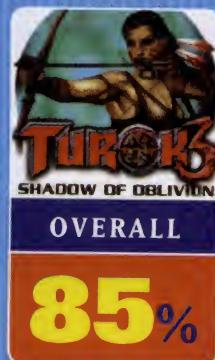
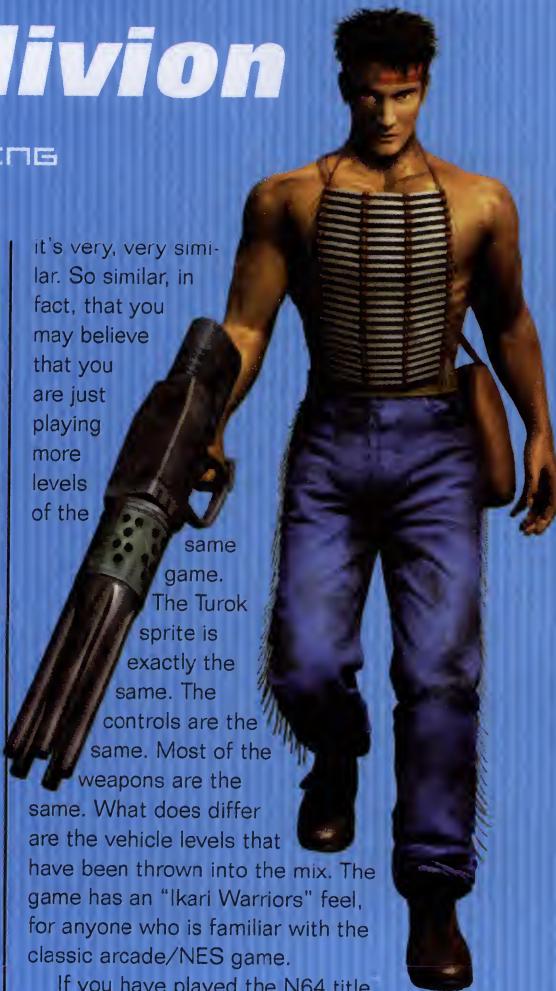
The series of The Son of Stone has come a long way, both on the N64 and Game Boy. Each game on the big console has been accompanied by a similar one on the baby brother system. Turok 3 is no exception. Originally little more than a native American boy who enjoyed

killing reptiles, Joshua Fireseed has grown to be a hero of epic proportions. The latest offering has him fighting for peace amongst dinosaur and human kind. The story line is complicated and unnecessary. All you need to know is that killing is good, being killed is bad.

The gameplay is very similar to Rage Wars for the GBC. Actually, now that I think about it,

it's very, very similar. So similar, in fact, that you may believe that you are just playing more levels of the same game. The Turok sprite is exactly the same. The controls are the same. Most of the weapons are the same. What does differ are the vehicle levels that have been thrown into the mix. The game has an "Ikari Warriors" feel, for anyone who is familiar with the classic arcade/NES game.

If you have played the N64 title you are probably aware that Josh has bitten the bullet and his brother or sister (depending on your choice) has taken over as the defender of mankind. This game must be set a bit earlier as you still control the original Fireseed. The game looks good and is an improvement over the earlier titles but due to the similarity to Rage Wars, it may not be enough of an improvement if you already own that one. For everyone else, though, and fans of the series (like me) T3 for the GBC is definitely worth buying. Now, Acclaim, bring on the next gen, Cube and Advance, Turok titles.



# Spider-man

PETER HART LIKES TO SPIN WEBS TOO



**W**hile comic books may soon be a thing of the past, the most popular characters will survive the death of their original platform by jumping on to another. Batman is better known for his movies and the cartoon series, Superman has a similar deal and the X-Men spend most of their time battling the Street Fighters. Spider-man is looking for a similar escape route and may have found it in his most recent games. I still have a collection of old Spider-man games from my Megadrive, NES and Atari 2600 stashed somewhere. He was even the villain in *Revenge of Shinobi*, on the Megadrive.

released simultaneously with the PSX version and it is finally the game that Spider-fans have been waiting for. Spidey swings through the city, sticks to walls and takes on his most capable adversaries all on your little handheld. The PSX version is, apparently, pretty good too but I'm not here to promote it. Let's just wait for the N64 version to surface to see what he's like in 3D.

The webspinner has such a massive amount of enemies that it may have seemed a difficult job to choose who to include in the game but the programmers managed a pretty good job. Doc Ock, Hobgoblin, Carnage, Venom and The Lizard have been included. I, personally, think that Doctor Octopus is the lamest possible villain but he was Spidey's first super-



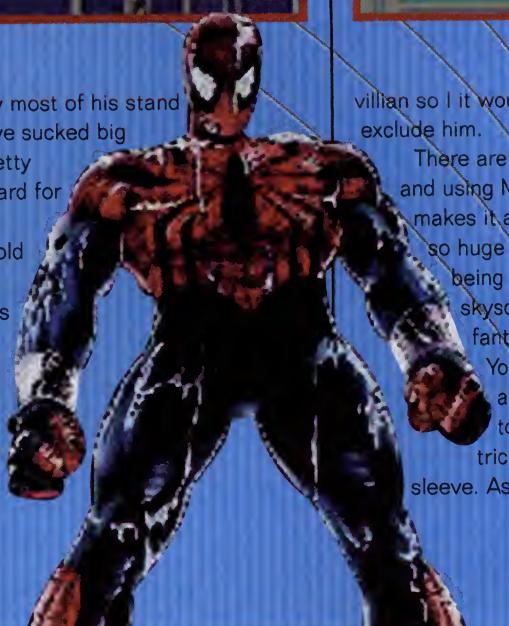
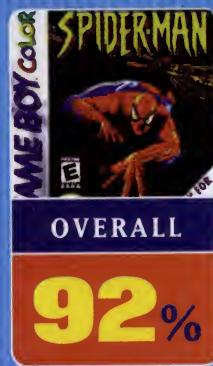
Unfortunately most of his stand alone games have sucked big time. That is, pretty much, the standard for comic-licensed games. Just as old Peter Parker's luck never seems to go right, so was the fate of his games. Spider-man for the Game Boy Color has been

villian so it would probably be impossible to exclude him.

There are six different levels to explore and using Mrs Parker's favourite son makes it a pleasure to do. The levels are so huge that you really get a sense of being very high in the air, sticking to skyscrapers. The backgrounds are fantastic and bring home that New York City feel. Swinging around is as easy as it looks in the cartoons and there are a few other tricks up his, non-organic webbing, sleeve. As the game progresses

Spiderman learns new moves which he keeps for the remainder of the game. These include a web-shield and a web-ball.

Spiderman is fantastic game, totally deserving of your attention and, who knows, maybe you'll get so hooked on it that you pick up a copy of the comic as well. Now if only there was a bedroom level featuring his supermodel wife, Mary Jane.



# PerfectDark

PETER HART GETS JIGGY WITH AGENT JOANNA DARK



If you are unfamiliar with Perfect Dark, on the N64, I want you to put this magazine down very slowly and walk away. Just do as you're told and nobody will get hurt.

Okay now that all the lamers have left the room we can get down to discussing the ins and outs of the babe to beat Lara at her own game (that's being a cyber babe, not Tomb Raider. Damn it, you can leave as well). When the N64 game was released a few months ago it rode a wave of hype so huge that it could have leveled Tokyo in a Godzilla-like manner. Few things can ever stand up to that sort of hype (take the dismal Phantom Menace as an example) but Perfect Dark made it through the furnace of criticism virtually unscathed. A previous editor of this fine publication gave it the statistically impossible score of 101%, which, oddly, raised no eyebrows amongst the pedants who frequent the letters pages.

If you think that the Game Boy Color version has any hope of hitting the same heights as the N64 version, in any possible way, than you

are more than dreaming. Granted the GBC PD is a lot of fun but if N64 PD is the Pacific Ocean then this is a small puddle. This version has a story line set prior to the N64 game which would be difficult as the N64 version is supposed to be Jo's first assignment. The game takes an overhead view, allowing you to view Joanna's ass at all times. Damn, if only the Game Boy had more realistic graphics. Anyway, it follows the same gameplay ideas as Metal Gear Solid for the GBC. You sneak around, all stealthy-like, killing guards, defusing bombs and rescuing hostages. Truth be told, MGS is definitely, okay easily, the better game. The Rare team has done a fine job, though, of

outside. This sort of sneak and pop guards gameplay has the potential to get rather



keeping the PD themes and scaling them down to the tiny handheld. There are a few problems with the control and artificial intelligence but they don't upset the game too much.

The graphics are spiffy and very Dark-ish even though Joanna seems to have left the Blade Runner-esque world behind, instead having missions take place

monotonous so Rare, in all their genius, have included a dozen mini-games to break it all up. Once you throw in a two-player deathmatch mode you get one hell of a nice handheld experience. The game could have been a little bit better but it's definitely worth playing.



# Mickey's Racing Adventure

MEGHAN JANE GIROLER HAS THE HOTS FOR DONALD DUCK



**R**are are one of the best developers in the world, second only to Nintendo themselves. Those may be fighting words to fans of Capcom fighting, Square RPGing and Electronic Arts sporting games but I stand by them. Rare brought us the best game ever, Goldeneye, and its pseudo-sequel, Perfect Dark. As if that isn't enough evidence there are also DK64, Banjo-Kazooie and Diddy Kong Racing. Face it. Rare rule.

Mickey's Racing Adventure will be the first in a long line of Disney licensed games made by the English company and if this is setting the standard we'll be seeing I can't wait for the rest. MRA takes the adventuring portion of Diddy Kong and melds it seamlessly with the overhead racing of Micro Machines. I originally thought that the game would be a camera behind, kart racing title but the overhead view works better for the limited processing power of the 'Boy.'

The game is divided into two sections best described as "racing" and "adventure." Clever title, isn't it? The adventure portion involves wandering about town collecting coins, looking for hidden items and meeting up with your friends. Six Disney icons are usable.



characters; Mickey, Minnie, Donald, Daisy, Goofy and Pluto. To use the different characters you just need to go to their house and swap places with them.



The other part of the game is the actual racing. This is what we all came for, I guess. Two different vehicles are available for use; a car and a boat. Some tracks have both land and water racing and your vehicle will magically transform from one vehicle to the next when required. The control is super smooth and differs for both vehicles.

The game looks brilliant. The characters, in adventure mode, have so many frames of animation that you are practically watching a cartoon. Similarly, the vehicles have every possible angle covered.

While the adventuring section adds to the longevity of the title, in some ways it does so in a very boring manner. Having to walk across town just to change character becomes tiresome very quickly. If you're after a straight-out racing game you're best to look elsewhere but if you are after a great, all-round, game with a few minor niggles, Mickey may have just what you need.

OVERALL

80%

**Mario Tennis****Bowser Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: N24K8QN2P  
This code will unlock the Bowser Cup. Have Fun!

**Donkey Kong Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: MM55MQMMJ  
This code will unlock the Bowser Cup. Have Fun!

**Luigi Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: M1C2YQM1W  
This code will unlock the Luigi Cup. Have Fun!

**Mario Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: A3W5KQA3C  
This code will unlock the Mario Cup. Have Fun!

**Mario and Luigi Court**

Win the Star Cup with Mario in doubles to unlock Mario and Luigi Court. Ball Speed: Fast  
Bounce: Normal  
\*Note: A zippy surface, the Mario and Luigi court is great for a fast-paced match among friends.  
Power and all-around players will thrive.

**MarioTennis.com Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: 48HWOR482  
This code will unlock the Mariotennis.com Cup. Have Fun!

**Nintendo Power Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: J6M9PQJ6U  
This code will unlock the Nintendo Power Cup. Have Fun!

**Peach Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: OF9XFQOFR  
This code will unlock the Peach Cup. Have Fun!

**Star Players**

You can earn a star player simply by beating the Star Cup. Hold the R button as you select your character. This will make your character a Star Player.

**Unlock Baby Mario and Yoshi Court**

Unlock the Baby Mario and Yoshi Court by beating the Mushroom Cup/Singles Tournament using Yoshi.

**Unlock Birdo and Yoshi Court**

Select Birdo and enter the Tournament Mode and select Doubles (your partner will be Yoshi) and then play till you beat the Star Cup.

**Unlock Blockbuster Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: ARM6JQARU

This code will unlock the Blockbuster Cup. Have Fun!

**Unlock DK Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: MM55MQMMJ  
This code will unlock the DK Cup. Have Fun!

**Unlock Donkey Kong Court**

Unlock the DK court by beating the Mushroom Cup/Singles Tournament with Donkey Kong.

**Unlock Donkey Kong Jr.**

To unlock DK Jr, you simply have to complete the Star Cup / Doubles Tournament.

**Unlock Shy Guy**

To Unlock Shy Guy, beat the Star Cup/Singles Tournament.

**Unlock Super Mario Bros. Court**

Unlock the Super Mario Bros. Court by beating the Mushroom Cup/Singles Tournament using Mario.

**Unlock Wario and Waluigi Court**

Use Wario and beat the Doubles Star Cup.

**Unlock the Piranha Court**

After beating the Piranha Challenge you can play on the Piranha Court, but only in the Piranha Challenge.

**Waluigi Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: LA98JRLAR  
This code will unlock the Waluigi Cup. Have Fun!

**Wario Cup**

From the Main Menu select Special Games and then Ring Tournaments.  
Enter: UOUFMPUOM  
This code will unlock the Wario Cup. Have Fun!

**Army Men: Air Combat****Level Select Codes**

Level 2: UP, DOWN, LEFT, RIGHT  
Level 3: UP, DOWN, LEFT, UP  
Level 4: DOWN, UP, LEFT, RIGHT  
Level 5: DOWN, UP, LEFT, DOWN  
Level 6: DOWN, UP, RIGHT, DOWN



Level 7: LEFT DOWN, L, UP  
 Level 8: LEFT, DOWN, L, UP  
 Level 9: LEFT, DOWN, L, DOWN  
 Level 10: L, UP, LEFT, DOWN  
 Level 11: L, UP, LEFT, UP  
 Level 12: L, UP, L, DOWN  
 Level 13: L, DOWN, UP, LEFT  
 Level 14: R, C-RIGHT, UP, RIGHT  
 Level 15: C-DOWN, L, DOWN, DOWN  
 Level 16: R, C-LEFT, RIGHT, UP

## Armorines: Project Swarm

### All Level Access

At the cheat menu go to enter and enter "SKIPPY" you will be allowed to go to any level at any time (If on a mission abort mission and select the level of choice).

### All Weapons

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "LOADED" as a code.

### All cheats unlocked

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter GOLDENPIE as a code.

### Egypt Fodder in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "CLAW" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Female Trooper in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "GODDESS" as a code. Note: Multi-player mode character codes may only be used one at a time.

### God Mode

To unlock God mode, go to the cheat menu and type in 'GODLY'.

### Hive Fodder in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "UGLY" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Hive Guard in multi-player mode

Pause the game and select the

"Cheats" option on the menu. Select "Enter Cheat", then enter "LEGGY" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Hive Passwords

Level	Password
1	PNRVPZ
2	NGQDCZ
3	VRGBNZ
4	SVPQQZ

### Infinite ammunition

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "SORTED" as a code.

### Level Passwords

Level	Password
2	PNTNNP
3	NGMLQP
4	SPLGZW
5	DQRFKW
6	PSQQLW
7	NBGJVX
8	VKPDGX
9	SDKNSX
10	PVBWGJ
11	NWVCHJ

Enter these at the password screen, not the cheats screen.

### Run faster

Pause the game. Select "Cheats" at the pause menu. Then enter "SONIC" as a code to run nearly twice as fast.

### Second Level Access

In the main menu go to the "password" icon, enter "pntnnp".

### Volcano Guard in multi-player mode

Pause the game and select the "Cheats" option on the menu. Select "Enter Cheat", then enter "RUBBER" as a code. Note: Multi-player mode character codes may only be used one at a time.

### Wire frame mode

Pause the game. Select "Cheats" at the pause menu. Then enter "SKETCHY" as a code.

## Army Men: Sarge's Heroes

### All Characters in Multi-player Mode

Enter VRCLN as a password.

### All Weapons

Enter the password NSRLS.

### Cycle Through Weapons Backwards

To browse through your weapons in reverse order, During the game, hold the Z button and press the B button to cycle through each gun.

### Debug Mode

To display some rather useless test information, enter the password THDTST.

### Fry the Colonel

If your feeling particularly sadistic, feel free to slaughter your commander at either the obstacle course or the live fire range. He'll call the MPs out, but I've never actually seen them come.

### Light the Candles

On the living room level when you get to the top of the couch, go near the ruler that is a bridge over

to the other side. Use your flame thrower or your mortar to light the candles.

#### Maximum Ammunition

Enter the password MMLVSRM.

#### Mini Mode

Do you envy "Mini Me"? Fret no more. Just enter the password DRVLLVSMM and see how your smaller half lives.

#### Passwords

Level	Password
Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTTR
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN

#### Play as General Plastro

Enter "PLSTRLVSVG" as a password.

#### Play as Vikki

Enter "GRNGRLRX" as a password.

#### Play as a Tin Soldier

Enter TNSLDRS as a password.

#### Restart Level

To restart the current level, hold L + R + down-C.

## Asteroids Hyper 64

#### Original Asteroids

Shoot the green object in Zone 1, Level 15 to play the original Asteroids game.

## A Bug's Life

#### Extra Lives



Go to training mode and spell the word FLIK to gain a life. Repeat as desired. When you have enough lives, exit training mode but don't save. Instead, start a new game.

#### Invincibility

When the level description appears, hold Z+R+L. Repeat this at the beginning of every level.

#### Level Select

To get the Level Select, go to the main screen. Go to the ant hill and hold Z and all the C buttons and press R. There will be an arrow pointing right at the bottom of the screen.

running around the bases.

#### Instant Outs

Hold L + R + Z and press Down, Up during game play. Your opponent will get three outs automatically.

#### Instant Strikeout

Hold L, R and Z simultaneously and press the d-pad RIGHT, UP, RIGHT, UP while pitching to strike the batter out.

#### Instant Three Ball Count

While batting, press and hold Z + R + L and press Up, Down.

#### Super Home Run

Hold L, Z, and R, at the same time and press left, up, left, up until a thump is heard. Then make contact with the ball. If you put it in fair territory it will be a homerun. You can even hit homeruns while bunting. But if you swing and miss or don't swing at all the code must be entered again.

hands and feet, simply enter the following at the cheat entry screen and activate it in the Cheat Menu: STOMPEM

#### Big Head Mode

Go to the "enter cheat" menu and enter the following code. Then start a new game and push start to access the cheat menu.

UBERNOODLE — Big Head Mode. Will make all the enemies' heads a lot bigger.

#### Blackout Mode

To play in Blackout Mode simply enter the following at the cheat entry screen and activate it in the Cheat Menu: LIGHTSOUT

#### Bloody Razor Wind

Throw the Razor at an "organic" enemy until it is dead. Then get a good look at the Razor Wind and it will be covered in blood. The effects stay until you throw it again.

#### Charge Dart Shot Levels

In Turok 2, the Charge Dart Rifle has different strengths to its shots depending on how long you hold the Z button. Also, the longer you hold the button, the straighter and farther the shots will go. Here is



how long you have to hold the Z button to attain the different levels...

- \* Red - Shocks the enemy for approx. 5 seconds. Tap the Z button.
- \* Orange - Shocks the enemy for approx. 10 seconds. Hold the Z button for about half a second.
- \* Yellow - Shocks the enemy for approx. 15 seconds. Hold the Z button for about a second before releasing.
- \* Green - Shocks the enemy for approx. 20 seconds. Hold the Z button for 2 seconds.
- \* Blue - Shocks the enemy for approx 25 seconds. Hold the Z button for about 3 seconds to attain this shot. \*NOTE\* This takes 2 away from your ammo instead of the usual 1.
- \* Purple - Extremely straight shot that shocks the enemy for 30 seconds. Hold Z for more than 5 seconds to get the gun to shoot this. \*NOTE\* This takes 3 away from you ammo instead of the usual 1.

#### Earn Cheats

In case you were wondering, here's how to earn the cheat codes.

- \* Fruity Colours Mode: Complete level 1
- \* Pen and Ink Mode: Complete

level 2

- \* Gouraud Mode: Complete level 3
- \* Big Hands and Feet: Complete level 4
- \* All Map: Complete level 5
- \* All Guns: Complete level 6
- \* Big Head Mode: Defeat level 4 boss
- \* Tiny Mode: Defeat level 5 boss
- \* Infinite Ammo: Defeat level 6 boss
- \* All Special Items: Defeat Primagen
- \* Invincibility: Defeat Primagen
- \* Infinite Lives: Defeat Primagen (on hard)

#### Easy Invincibility

When you come out of a warp portal, and there is an enemy near by, get his attention to draw it closer. Keep in mind you have to still be standing in the middle of the portal. Let the dinosaur attack you until you health reaches zero. Be sure that you don't get knocked out of the portal or you will die. If done correctly you should be able to walk out of the portal invincible. Be careful because the trick will stop working when you pick up a health bonus.

#### Fruit Stripes

To make your character wear fruity

strips put this code in the enter cheat menu: FROOTSTRIPE

#### Gouraud Mode

Enter the following code at the code entry screen and all textures will be replaced by simple colored gouraud-shading:  
WHATSATEXTUREMAP

#### Harmless Zombies

Are the dead men in level 2 killing you too many times? If you turn the blood colour to "off," then they won't throw their bloody limbs at you, making it MUCH easier to kill the dead sisters.

#### Lock Spring "Fix"

In Turok 2, your crosshairs move to the default position if you move forward or backward, even with the lock spring option turned off, unless you are holding the analog in a direction the whole time. Some gamers may find this annoying, but there is a way to fix it. Remember the warning in the front of every instruction booklet? "Do not hold the analog while turning the system on!" Well, if you hold "down" just a little bit on the analog while turning the system on, it will be tricked into thinking that that is the default analog position. So when you play

the game and stand still, you will look up very very slowly, but the lock spring will be "fixed," and will never spring back to default again.

#### Master Cheat

To unlock all cheats enter BEWAREOBLIVIONISATHAND at the code entry screen. After entering the code, go to the CHEATS menu and turn on the desired codes.

#### One Shot Kills

It helps if you use the normal gun switch setting. Highlight the shotgun and push A to scroll forward through the weapons. When you get to the tek bow stop and cycle backwards through the weapons using B until you get to the Tek Bow. Now pull out your Tek Bow and shoot an enemy as fast as you can. The enemy will fly up as though you have shot it with a scorpion launcher. When it falls down it will be dead! This trick also works on bosses and in multiplayer.

#### Pen-and-Ink Mode

To get the good old pen-and-ink mode from Turok 1, enter the following at the cheat entry screen: IGOTABFA

#### Sometimes They Come Back

Wait around for a few seconds when you pick up ammo or health. After a few seconds some come back. If it is ammo it will change until all of your weapons are full. Health will alternate between 10 and 2 until your health is 100. This works really well when you are trying to get pieces of the Nuke.

#### Stick Men Mode

To get every enemy to be tall and skinny, enter HOLASTICKBOY at the Cheat Menu.

#### Switch Sniper Scopes

You must have Quick Weapon Select on to do this trick. If you want to switch sniper scopes (Plasma Rifle and Tek Bow), first pick one of them and turn on the scope. Then switch to the other weapon and QUICKLY press D-pad Right (the button to

turn on/off the scope) which will mix up the scopes.

This can be done from Tek Bow to Plasma Rifle or Plasma Rifle to Tek Bow. You may have to try it several times before accomplishing this task.

#### Tiny Enemy Code

Want to have every creature be the size of a Compy? No problem, simply enter: PIPSQUEAK at the code entry screen.

#### Unlimited Tek Arrows

Everybody who has played Turok 2 should know that you can get regular arrows back after you shoot the into an enemy or a wall. Well, if you shoot a tek arrow into an enemy and run up and grab it out of the enemy it will say you got a tek arrow, but the explosion will still happen and hurt or kill the enemy!

#### View Credits

To view the credits, enter ONLYTHEBEST at the code select screen.

#### Vulcan's Forge (death-match)

In Vulcan's Forge if you fall in the big lava pit you can stay alive if you stand directly under the moving platform. It's not a very helpful trick but it's very funny when you fall in and your friends are dieing and you aren't.

#### Warp in Sneaks N Ladders

Go into multi player mode and go to frag tag. Go to the stage Sneaks N Ladders. Climb the highest ladder and go to the big hole. Stand in one of the corners and walk very slow toward it. Keep walking until you fall. Make sure you stop walking when you fall. If you do this correctly you should be standing on thin air. You can look around to make sure nothing is under you. Now jump and you should warp to the bottom level. This trick is good when you are trying to get away from the other player.

#### Warped Introductions

Enable the Gouraud Mode, Pen-and-Ink or Frooty Stripes



codes. After you have this code on push pause and quit with the code on. Start the same game you were playing that was saved on your memory pak and watch the beginning.

### Turok 3: Shadow of Oblivion

#### All Keys

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET. Now enter: LIZARD, DRAGONFLY, BULL, BEAR, WOLF, EAGLE. You may select the secret from the SECRETS menu.

#### All Weapons

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET. Now enter: OWL, BEAR, OWL, BUG (green), HAWK, OWL. You may select the secret from the SECRETS menu.

#### Big Hands and Feet

From the Main Menu or the Pause

screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
LIZARD, LIZARD, DRAGONFLY, HORSE, LIZARD, COYOTE.  
You may select the secret from the SECRETS menu.

#### Big Heads

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.  
Now enter:

COUGAR, WOLF, SNAKE, RABBIT, LIZARD, COYOTE.

You may select the secret from the SECRETS menu.

#### Clean Screen

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
RABBIT, OWL, LIZARD, ELK, SALMON, RABBIT.  
You may select the secret from the SECRETS menu.

#### Credits

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
ELK, ELK, ELK, ELK, ELK, ELK  
You may select the secret from

the SECRETS menu.

#### Gasping

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
DRAGONFLY, BULL, RABBIT, SALMON, EAGLE, RABBIT.  
You may select the secret from the SECRETS menu.

#### Gouraud

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
LIZARD, SALMON, INSECT, SALMON, WOLF, DRAGONFLY.  
You may select the secret from the SECRETS menu.

#### Headless

From the Main Menu or the Pause screen select SECRETS and then select ENTER NEW SECRET.

Now enter:  
LIZARD, ELK, EAGLE, OWL, SALMON, HORSE.  
You may select the secret from the SECRETS menu.

#### Invincibility

From the Main Menu or the Pause screen select SECRETS and then

select ENTER NEW SECRET.  
Now enter:  
RAVEN (purple), SALMON  
EAGLE, BEAR, LIZARD, RABBIT.  
You may select the secret from  
the SECRETS menu.

**Mannequin**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
SNAKE, BULL, SNAKE, FROG,  
BEAR, ELK.  
You may select the secret from  
the SECRETS menu.

**Menu Madness**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
RABBIT, OWL, HORSE, INSECT,  
BEAR, BEAR.  
You may select the secret from  
the SECRETS menu.

**PSG**  
The PSG is located in six pieces  
that are hidden throughout the  
levels. The PSG stands for  
Personal Singularity Generator.  
The PSG creates a black hole  
when you fire it. This weapon is  
good for firing into a room of ene-  
mies as you kill them all in one go.  
The PSG will blow Oblivion off of  
his feet.  
The parts are located in the levels  
as follows:  
In the Sewers - Level 1  
In Silo 3 & 4 Military Base - Level 2  
In the cave in the Lab, The Dam -  
Level 2  
On top of the Pyramid, The Lost  
Land - Level 3  
In Refinery One, Oblivion's HQ -  
Level 4

**Pen & Ink Mode**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
Enter: LION, HORSE, ELK, FISH,  
LION, and HAWK (red).  
You may select the secret from  
the SECRETS menu.

**Stick**

From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.

Now enter:  
HORSE, EAGLE, SNAKE,  
COUGAR, INSECT, SALMON.  
You may select the secret from  
the SECRETS menu.

**Tiny**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter: FROG, FROG,  
SALMON, INSECT, WOLF,  
COUGAR. You may select the  
secret from the SECRETS menu.

**Unlimited Ammo**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
SALMON, ELK, BULL, SNAKE,  
EAGLE, SALMON.  
You may select the secret from  
the SECRETS menu.

**Warp Level 1**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
FROG, ELK, HORSE, DRAGON-  
FLY, WOLF, RABBIT.  
You may select the secret from  
the SECRETS menu.

**Warp Level 2**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
OWL, OWL, HORSE, ELK, ELK,  
ELK.  
You may select the secret from  
the SECRETS menu.

**Warp Level 3**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.

Now enter:  
OWL, RABBIT, BEAR, INSECT,  
FROG, COUGAR.  
You may select the secret from  
the SECRETS menu.

**Warp Level 4**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.

Now enter:  
BEAR, HORSE RAVEN, EAGLE,  
HORSE, COYOTE.  
You may select the secret from  
the SECRETS menu.

**Warp Level 5**  
From the Main Menu or the Pause  
screen select SECRETS and then  
select ENTER NEW SECRET.  
Now enter:  
BEAR, DRAGONFLY, HORSE,  
BEAR, FROG, and ELK.  
You may select the secret from  
the SECRETS menu.

enemies)  
Disco Mode - SNFFRR  
Flight Mode - LKMBRD (use R  
and L to move up and down)  
Gallery - THBST  
Greg Mode - GRGCHN  
Infinite Lives - FRTHSTHT-  
TRLCK  
Pen and Ink Mode - DLKTDR  
Purty Colours - LLTHCLRS-  
FTHRNB  
Quack Mode - CLLHTNMNT  
Robin's Cheat - RBNSMTH  
Show All Enemies - NSTMNDNT  
Show the Credits - FDTHMG  
Spirit Mode - THSSLKSCL  
Unlimited Ammo - BLTSRRFRND

## Turok: Dinosaur Hunter

**Auto Shotgun in First Level**  
After you've killed the first two  
dinosaurs in the level, walk down  
the narrow passageway. When  
you reach the end turn to your left  
look up and you'll see a cliff lower  
than the rest of the cliffs climb up  
the wall directly underneath the  
cliff. When you get to the top  
you'll see a guy with a pulse rifle  
cannon, a box of shotgun shells.  
Defeat him, then enter the narrow  
passageway to get the auto  
shotgun.

**Beat the Campaigner**  
When facing the Campaigner (the  
final boss), take out your Particle  
Accelerator and start charging it.  
As you charge it the Campaigner  
should stall and stand still. Now  
fire it at him and change your  
weapon (the minigun and auto  
shotgun work well.) Even though  
he has a forcefield he'll start  
laughing as he blocks your attack.  
This leaves him open for your  
second attack. Repeat this  
process for an easy victory.

**Cheat Codes**  
Enter these codes in the "Enter  
Cheat" menu. To use them, go to  
the Cheat Menu and enable the  
desired codes.  
All Weapons - CMGTSMMGGTS  
Big Heads - TSHNTBNCTPRD-  
CRD  
Dana's Cheat - DNCHN (shrinks

**Grenade Launcher in the  
Ruins**  
When you get to the temple with  
the save point on top, save then  
look around. Look to your side and  
you'll see a ten-point Life Force.  
Walk toward it and you should see  
a sparkling path. Follow it and  
you'll find the Grenade Launcher.

**Skip Across the Water**  
Basically, this little trick will allow  
you to jump on the surface of the  
water repeatedly to the other side.  
To do this, fall off the ledge  
toward the surface of the water,  
but tap the jump button as you hit  
the water. You should jump off the  
water! If you get the timing just  
right, you can jump right along the  
surface of the water!

**Ultimate Code**  
For level select, all weapons and  
much more, enter the code  
NTHGTHDGDCRTDTRK at the  
"Enter Cheat" menu.

## Toy Story 2

### Beat RC without Rocket Skates

In the neighborhood level, when  
the race with RC begins follow the  
track as normal. As soon as you  
see RC behind you, do your spin  
attack (down c) and RC will briefly  
stop. This will give you enough  
time to take the lead again. Keep  
doing this and you will win the  
race.

**Beat The Attic Robot**

Inside Andy's house (In the attic) there is a robot you need to beat to get a pizza planet token. You're laser won't hurt him so you need to make him chase you until he needs to recharge. Then use your spin attack on him. He will start chasing you again. Repeat the process until the robot is dead.

**Beat The Jackhammer Boss**

To beat the jackhammer boss, you must first get the disk launcher by giving Mr. Potatohead his eye which can be found on the building. You must also get to the top of the building that is under construction in the construction zone. Once you have reached the top, the boss will start to follow you. There are two ways of beating him. One is to run around and when he gets far enough away, turn around and shoot disks at him. The other is when he starts to follow you, jump on one of the tower crane structures moving back and forth. He can't hurt you and you can just sit and shoot him.

**Beat The Slime Boss**

On the Slime boss level, every time you shoot the slime monster it shrinks down into his trash can. Shoot the slime monster until its whole body is in the trash can, it will loose energy by doing this but each time it goes down into the trash can, the slime monster gets bigger so it takes more time to shrink it down. Just get it down in the trash can about four times, then it will die.

**Beat the Airplane boss**

The best way to do this is to go into helmet mode, charge your laser and when the plane gets close enough to lock on, fire. This does the most damage and the plane can be killed in 3 hits using this technique.

**Level Select**

On the Title Screen, use the analog stick and press it in these directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal



sound if it is done right. All stages will then be unlocked.

**Select level**

Press Up (x4), Down (x2), Up (x2), Down (x3) at the options screen with the "Buzz Lightyear To The Rescue" message. (A tone confirms correct entry.)

**Tin Soldier**

In Andy's house. Go to the garage and go on the top of the van and get the green stick. Then go up stairs and climb to the top of the beanstalk and jump on the table then the string. When in the attic go on the boxes and keep running around and when he winds up hit him with your green laser 3 times.

**Unlimited Lives Trick**

First give potato head his ear and get the cosmic shield. Then go to Al's Penthouse. Run into the shield. Then run to the fireplace and get the extra life inside of it. Then exit the level. Re-enter Al's Penthouse and repeat the process to get the extra life as many times as you want.

**Tonic Trouble****All Items for Scientist**

When you meet the scientist for the

very first time, stand on the mushroom and face him. When facing him, press R, R, UP-STICK, DOWN-STICK, UP-PAD, DOWN-PAD, C-UP, C-DOWN, C-LEFT, C-RIGHT, C-UP, C-UP, C-LEFT, C-LEFT, C-RIGHT, C-RIGHT, C-UP, C-UP, C-DOWN, C-DOWN, UP-STICK, DOWN-STICK, LEFT-STICK, RIGHT-STICK, START. Then if you do it correctly in about 30-45 seconds, the scientist should say, "impressive, you have all the items." Then he should give you all his items, the pressurised fish bowl, the pee shooter, the gliding bowtie, the helicopter hat, and so on.

**High Energy**

Beat the game with a controller pak inserted. When you start a new game your energy will be the same as when you beat the game.

**The New Tetris****CPU blocks fall faster**

Enter "AI2EZ4U?" as a name in 1P mode. Then highlight "OK" and press A.

**Delete line totals, reset Wonders and erase high scores**

Enter "1N175R4M" as a name in 1P mode. Then highlight "OK" and press A.

**Delete line totals, reset Wonders and erase high scores**

Enter "1N175R4M" as a name in 1P mode. Then highlight "OK" and press A.

**Kaleidoscope**

Choose "Haluci" as the song at the Audio options screen. Enter "HALUCI" as a name in 1P mode. Then highlight "OK" and press A. (To disable cheat you must reset the game.)

**Player's blocks fall faster**

Enter "2FAST4U" as a name in 1P mode. Then highlight "OK" and press A.

**BattleTanx: Global Assault****All Weapons**

Enter the password RCKT-SRDGLR.

**Brandon Gang**

Enter "NNKNHCKS" as a password to unlock Brandon's Gang in



hop off. Get in the "Missle Car" and gather the missles. Now go up the large ramp and through the fence. The car is yours!

#### **Erase Saved Games**

Hold START before you turn on the system. Keep holding it until the main screen appears and then you should see a message if you clearly want to erase the game or not.

#### **Extra Courses**

When you successfully complete every mission and find all six of the scientists, you will be treated to two extra courses. The first extra mission includes you having to clear a town of all objects in order to allow a Space Shuttle emergency landing.

The second position includes you clearing all buildings off the Moon! There is also a third extra mission which can only be accessed by getting a perfect score.

#### **Ghost Rider**

It seems Mario has set a trend. If you complete a race with the right vehicle, a ghost rider will appear if you play the same race again. To choose your ghost, highlight the vehicle you wish to compete against and press B, then choose your vehicle as normal.

#### **Instant Explosion**

Simply drive up next to something and try to get out of your vehicle by pressing Z. If you're too close, your man will yell and not get out. If you continue holding Z, the obstructing object will blow up like magic!

This is particularly useful for buildings that can only be blown up by TNT or other non-standard methods.

Note: This trick does not work on the bonus stages nor does it work in the PAL (European or Australian) versions of the game.

#### **Jade Plateau Tip**

Here is another way to do good in Jade Plateau. First, use the orange car. Then, go through the swamp mentioned earlier (See: Shortcuts-Jade Plateau). When

multi-player mode.

#### **Campaign mode bonus level**

Enter "WRDRB" as a password. Alternately, complete Campaign mode at any difficulty.

#### **Custom 1 Gang**

Enter "TRDDYBRRKS" as a password to unlock Custom 1 Gang in multi-player mode.

#### **Invincibility**

Enter "HPPYHPPY" as a password.

#### **Level Select**

Enter the password 80DYS.

#### **Secret Level**

Enter "wrdrb" as a code

#### **Self Destruct**

To destroy your tank hold all 4 c-buttons at once.

#### **Suicide**

Press C-Up + C-Down + C-Left + C-Right during game.

#### **Weapons power-up (1P)**

Collect 15 power-ups for the same weapon. Aim at an opponent and press A + B to fire a powered-up version of the same weapon in single-player mode. (Note: With

guided missiles, you must push Z to fire the laser.)

#### **Weapons power-up (multi-player)**

Collect 15 power-ups for the same weapon. Aim at an opponent and press A + B + Z to fire a powered-up version of the same weapon in multi-player mode (Note: Cheat does not work with grenades.)

#### **Blast Corps**

##### **Bonus Vehicles in Argent Towers**

There are many hard-to-find vehicles in this game. Here's how to find some of them in Argent Towers:

First find the small, square pit. Then get out of your vehicle. Walk around it until you find a ramp. Go about halfway down it. Change camera angles so you are looking at your man's back. Go down the rest of the way. On the other side of the pit you should see a brown doorway. Go into it and turn left. Now you have to walk a long way. After a while you will be in a small area with J-Bomb. Climb in and J-

Bomb is yours. Three more vehicles are in this level, though Ramdozer doesn't seem to have a purpose. Keep the same camera angle you used before and head down. When you come to a point where there is a fence blocking your path, go to the left and right to find a ramp (this one is the thinner of the 2 you will see) and once again get out of your vehicle. Go down this ramp to find Ramdozer and a doorway.

Ramdozer can be used if you want to, but I just go in the door. When you go in the door, stay as far to the left as you can. Otherwise you will get on a train and to get to the Police Car you can't be on the train. If you get on, just get off and try again. After that is accomplished, hold down-left on the stick. After a while, your man will go down. Now hold down on the stick and you will get to the Police Car. Drive it around the maze, but when you get back to the maze entrance, you will have to walk back. Walk up until you come to a point where you can't go anymore. Now turn right. When you can't go anymore, go down, then down-left and get on the train. Press the acceleration button and when you see the train through a large door,

you come to the end of the bridge, follow the ROAD. It is longer, but your car is so fast, it about makes up for what Ramdozer can do. Also, when you are in the swamp, your car is so fast and so light it hardly slows down. I hope this helps you beat your best times.

### **Shortcuts**

#### Jade Plateau

\* After the first bridge, there is a little path between two trees that leads you through the mountain. The path is swamp, though, and makes the vehicle go slower, but it is still faster than going around.  
\* Right after the second bridge, there is a group of buildings to your right. If you run these over, then you skip the whole second half of the race. This is best done with the Ramdozer due to the fact that it will go through the buildings faster than any other vehicle.

#### Cooter Creek

\* At the very beginning, there is a small group of dirt piles to the right. If you cut across them instead of following the track, you can cut off about a second per lap. These dirt piles will make the vehicle seem to go slower, but it is faster to cut across. Your vehicle should end up right before the river.

\* This is just like the first one. Right after the river, turn to your right and run over some dirt piles. When you get on track again, you should end up just before the end.

#### Corvine Bluff

\* At the end of each lap, instead of going across the river and crossing the finish line, stay on the other side and drive by it. This is the only course where you don't have to drive through the finish line to finish, you only have to drive by it.

#### Bison Ridge

\* This short cut is just like the ones for Cooter Creek. After you get completely down the first mountain, turn to the right and drive through some dirt piles. This will cut off about 3 seconds per lap.

#### Moraine Chase

\* This is about the biggest shortcut in the game. After the third

wall, turn to you right and go down the little hill. The next hill you come to should have a little sand platform just before it. If you go up this hill, you cut off about 3 seconds per lap, but if you don't go up this wall and turn to the right just after the little sand platform, you should come to another hill, which will bring you right to the end of the track.

#### Glander's Ranch

\* This one is very obvious. About two-thirds of the way through the race, there is a little arrow that points both forward and to the left. To the left is a little sand path that doesn't slow you down at all, and cuts off the next loop.

#### Skerries Bonus Area

\* After the first bridge, drive along the grass, hugging the hill. Your car won't slow down on this grass. Just after you come off the second bridge, you can turn and magically go through the mountain. When you come out the other side, you'll almost be at the finish line. Do this for all 4 laps to ensure the best possible time.

#### Turbo Start

Here's another trick inherited from Mario Kart 64. For a faster start on racing courses, press the ACCELERATE button as soon as the last light turns green. For best results, time your press the button at the final beep.

### **Bomberman Hero**

#### Gold Bomber

To get the Gold Bomber option you must get 5 gold medals. When you get 5 gold medals you will see the Gold Bomber in the option menu. This is a set of 3 more levels. You start in the sea. You will be totally gold. Good Luck on beating these 3 levels

#### Ice Slider

To get this option you must have at least 3 gold medals on any world. Once you get at least 3 you will see this option in the options menu. In this mini game you will race one of the snowman. You get

the slider. Good Luck on beating him.

#### Millan's Treasure Hunt

To get the Millan's Treasure Hunt option in the options menu you must get all 6 gold medals (including the one on Gossick). When you get all 6 gold medals you will get this option in the option menu. Good Luck in finding all 24 treasures.

#### Planet Gossick

To get to Gossick (a hidden planet) you must get the special bombs in every level. It is very simple to get the special bombs. But it is impossible to get a gold medal on every level. To get a gold medal place all your clear points on 5. Gossick will then be available.

### **Bomberman: The Second Attack**

#### Extra Characters

To gain extra playable characters in battle mode, hold Z and then press A at the character selection screen.

### **Buck Bumble**

#### All Weapons and Health Refill

At the title screen, press Left, Right, Up, Down on the control pad. Then hold the Z button and press Right, Right, Left, Left, on the control pad. You should hear a confirmation sound. To use it, press A + B + R while playing the game to refill your life and give you all of the weapons.

#### Defeating the Queen

To really let her have it, shoot her in the HEAD with the manually guided missiles (the one to the left of the big shoulder cannon when you select your weapon). To kill her in phase 2 (the caterpillar) turn to face her and then shoot a manually guided missile at her head and then once you know

its aimed properly don't wait for it to hit her, shoot another one and aim it again. Repeat this process until she is dead.

Note: If you get hit while manoeuvring a guided missile you will lose control of it and you will have to try again.

This tip is most effective when you activate the 'All Weapons and Health Refill' code. Keep refilling your life and weapons to make sure that you don't run out of ammo and die.

### **Easier Time Destroying Enemies**

Instead of using the normal laser beam as your primary weapon, try using the Plasma Cannon. (The weapon you get from the bees) as your primary weapon. This way, most basic enemies will fall down with just one shot of the gun!

### **Easy Way to Destroy Bees**

Here is an easy way to destroy bees: Wait to hear the buzzing sound that notifies you of their arrival. Then wait for them to get very, very close to you (when they lower their altitude to hit you). Use your weapon with star-type ammo to shoot them. You will hit them 99.9% of the time. If you shoot them and they hit you, you will not lose as much health as normal.

#### Easy way to kill bees

When you hear the bees buzzing look for a ledge to land on. the bees will not be able to come close enough to hit you. however you can easily shoot them.

#### Fast Forward Text

When text appears press Z to fast-forward or A to skip it entirely.

#### Invincibility

To be invincible, hold Z and press R, R, L, L, Up, Down, Left, Right at the title screen.

#### Level Select

On the title screen, hold the Z button and press Right, Down, Down, Right on the control pad.



Then release Z and press Right, Up, Down, Left, Left, Up, Right, Right. You will then here a tone and when you start your game it will ask you to select a stage.

#### **Play as Dark Stinger**

Before the title screen appears, Hold Z + the Analog-stick up and press C-Up, C-Right, C-Down, C-Left, C-Left, C-Left, C-Left, C-Left, B, A, B. If you did it correctly you will hear a sound.

#### **Special Gun**

On mission 6 there is a special gun you can get. First pick up the nuclear device and then while carrying the device fly up towards the mountains to a steel like drum. Fly over the drum and a special gun will appear and some ammo with it!

### **War Gods**

#### **Cheat Menu**

On the title screen, press (on the d-pad) Right, Right, Right, B, B, A, A. A new entry will appear in the Options screen. Here's a list of functions:

- \* Game Timer - Enables/disables the game timer.
- \* Easy Fatalities - Pressing

HP+LP+HK+LK will trigger any Fatality.

- \* Player 1 Skill - Modify amount of damage player one takes.
- \* Player 2 Skill - Modify amount of damage player two takes.
- \* Level Select - Allows you to always play at the chosen arena.

#### **Easy Win**

All you have to do is throw your opponent. Run at him, throw him, then before he can get up throw him again. This strategy is unblockable and 99% of the time you will have a perfect victory.

#### **Play as Exor**

On the Selection Screen, press (on the d-pad) Left, Down, Down, Right, Left, Up, Left, Up, Right, Down and choose any character.

#### **Play as Grox**

On the Selection Screen, press (on the d-pad) Down, Right, Left, Left, Up, Down, Right, Up, Left, Left then choose any character.

#### **Random Character**

##### **Selection**

At the character select screen, hold UP and press START to choose a random fighter.

#### **Unlimited Continues**

When "Midway Presents War

Gods" appears, press Left-C, Left-C, Right-C, A, B, Top-C, Right-C. Go to Options menu and highlight CONTINUES then press Left on the control pad until "FREEPLAY" appears.

### **Wave Race 64**

#### **Baby Dolphins and a Whale**

To see the baby dolphins, go to Championship, Normal, then Warm Up. Now follow the dolphin three times around the course as best as possible. If you follow him correctly he will jump over the Bridge after the Dolphin Park sign. It's important that you do what the dolphin does, so if it does a barrel roll as it clear the jumps, then do barrel rolls; if it does flips, then do flips, etc. The dolphin seems to randomly make a choice as to which trick (if any) it performs each time you turn on the machine, so if you aren't good at the tricks, keep restarting machine until he's just clearing the jumps. To see the killer whale, repeat this trick 30 times without a mistake. Good luck!

#### **Big Dolphin**

To view the big dolphin, you must go to Championship, Normal, then

Warm Up. If you do this 20 times consecutively you will see a larger dolphin in Dolphin Park.

#### **Change Colors**

While selecting your jetski, highlight any character and hold Up on the analog stick. Continue to hold until your character and jetski change colour.

#### **Dive Under Water**

As you start up ramp, press and hold Down. As soon as you clear the ramp, press and hold Up to dive under water.

Hint: This works best with wild waves. It just slows you down with calm waves.

#### **Dolphin Ride**

Select Stunt Mode mode and enter Dolphin Park. Next go through all the rings and perform the following tricks:

- \* Handstand
- \* Backwards spin
- \* Stand with backflip
- \* Single backflip off ramp
- \* Dive off ramp
- \* Barrel roll off ramp in both directions

If you did the trick correctly a dolphin will squeak when you cross the finish line. To ride your dolphin, select Dolphin Park in a Championship Race and hold Down while selecting your racer.

#### **Double Flip**

First get some speed with the jet ski. When you are on the ramp tap Up one inch from the top of the ramp and hold Down to do your flip. Instead of making the character do one complete flip hold the Down button longer so he does another turn. If you do it correctly he will land perfectly and ride on. Hint: J.Meter is the best racer to do this with; especially on the small ramps.

#### **Double Side Flip**

This stunt can earn you over 2000 points if done properly. Head straight at a ramp and gain as much speed as possible. Then about an inch from the top of the ramp push the joystick in the up/diagonal position and then pull

down and hold. If your timing was right you'll do a side flip, then a back flip and land perfectly. Note: J. Meter is the best one to do this with.

#### Easy Points

Press Start as soon as you complete a stunt. If done correctly all sounds should stop except for the announcer. You want to pause the game as soon as the announcer starts talking after you do a stunt. If done correctly, you can get up to 30,000 points on a level!

Addendum: For even more points, cross the finish line at 0 time. This will push your score even higher!

#### Flip / Barrel Roll Combo

Simply do a barrel roll while going off a ramp at incredibly high speed. The combination effect is very nice and gives you plenty of points. If you can't get it right, play with the timing a little, that's where the REAL skill comes in.

#### Hand Stand

To do a hand stand, simply press down then up quickly, then press up again but this time HOLD it. You should do a hand stand!

#### Helicopter Trick

Get up as much speed as possible and head for a ramp. As you reach the peak of the ramp, press the control stick Down and Left or Down and Right.

#### Quick Start

To get a very quick start, tap the accelerator during every beep, if you do this correctly you add 3 lights to your power meter and you are already on your bike when the announcer says go!

#### Quicker start after crash

If you crash during your race, instead of waiting for your racer to get up on the jet ski, tap the A button repeatedly. This will help you get up going faster and get on your ski faster.

#### Reverse Courses

If you win the gold cup on Expert, you get a Reverse option. Unlike



**GOLDBERG**

**P1 29:37 CPY**

**JUVI**

Mario Kart 64 where the tracks are only "mirrored", in WaveRace 64 you can actually run the courses in their opposite direction.

#### Ride Backwards

To ride backwards, rotate the joystick clockwise and quickly press and hold Down.

#### Start With Max Power

At the start of the race, press the Accelerate button immediately before the third beep.

#### Three Flips In Glacier Coast

To do 3+ flips in Glacier Coast on stunt mode, simply go to the big patch of ice just after the long narrow pass and do the double side flip. You will need to hold "Down" on the D-Pad to do numerous flips. As soon as you dismount the patch of ice your score will show.

Hint: Works best with J. Meter. After a few flips he (or she) will start to do a sort-of nose-dive down into the ice. If this happens you are screwed but it shouldn't do that if you only do 4 or 5 flips. Rack up the POINTS!

#### Turbo Charge

For a faster jetski, hold the gas button immediately before the

announcer says "Go!" The closer you are to the announcement, the faster your jetski will go.

#### WCW Mayhem

##### All Wrestlers

Enter PLYHDNGYS as a Pay-Per-View password.

##### Alternate wrestlers

Enter "NGGDYNLN" as a Pay-Per-View password.

##### Classic TNT Nitro set

Enter "PLYNTRCLSC" as a Pay-Per-View password. Then choose "Nitro" at the ring selection screen.

##### Identical wrestlers

Enter "DPLGNGRS" as a Pay-Per-View password. (Note: Cheat works in 2P VS mode games only.)

##### Momentum meter

Enter "PRNTMMNTM" as a Pay-Per-View password.

##### Move up in rank

Enter "CHT4DBST" as a Pay-Per-View password. Push Right in "Quest for the Best mode" to advance in rank.

#### Obese wrestlers

Enter "NGGDYNLN" as a Pay-Per-View password. Cheat unlocks obese versions of Billy Kidman, Alex Wright, Steve Ray, and Kid Wrath.

#### Opponent's Taunt

While playing a match to do your opponent's taunt after beating your opponent and making him look bad, just hold the analog joystick in any direction and while holding it tap up-C.

#### Select backstage arena

Enter "CBCKRMS" as a Pay-Per-View password to unlock all backstage arenas. Choose the one you wish to fight in by selecting "Match Options" at the Match Setup screen. (To fight backstage, wrestlers must leave the ring and make their way towards the entrance.)

Backstage Arenas

Bathroom

Boiler room

Day office

Daytime parking lot

First aid room

Loading dock

Locker room

Hallway

Night office

Night time parking lot

Press room

Storage closet  
Ticket office

#### Stamina Meter

Enter PRNTSTMN as a Pay-Per-View password.

#### Starcade (Pay-Per-View event)

Enter the PPV code:  
@KcXKF=W?j^pF

#### Super Brawl 2000 (Pay-Per-View event)

Enter the code: rJPmB6lfMlk\$B  
This will unlock the Super Brawl 2000 event.

#### Super created wrestlers

Enter "MKSPRCWS" as a Pay-Per-View password. Created wrestlers may now have their attributes set to full.

#### Throw Weapons Into the Ring

To put a weapon in the ring, grab the weapon and go next to the Apron and press B and it will go

into the ring

#### Unlock Wrestlers

To unlock a hidden character, complete "Quest for the Best" mode using a wrestler within the indicated weight class and difficulty.

\* To unlock character, play in all 13 backstage arenas and then win "Quest for the Best" mode.

#### WCW Spring Stampede PPV Code

Here's the code: @JHkfylBwfQQF

#### WCW Uncensored

##### Pay Per View

Here's the code: 2JJhKXdJFm4kB

#### World War III (Pay-Per-View event)

Enter "yKh#J\$=JQLmFs" as a Pay-Per-View password.  
Matches include Billy Kidman VS. "Total Package"  
Lex Luger and Sting VS. Brett Heart.

## WCW Nitro

#### Big Hands

At the mode selection screen, press L seven times then press C-Left 17 times. A tone will confirm the code.

#### Big Heads, Hands and Feet

At the title screen, press R seven times, then press C-Right, Z. A tone will confirm the code.

#### Big Wooden Mallet

When you choose your wrestler, choose the wrestler, "Duke Ken." It doesn't matter what settings you put it on or how many players. Once you start the fight, go out to the crowd and get a weapon with the Up-C button. You will notice that with this guy you will only be able to get a big wooden mallet and you can get it every time!

#### Call For Backup

Press the Z button at any time

during the match to cause a run-in to occur.

#### Reset Belt Holders

First, turn on the system with the game in it. Hold down the start button. It will ask whether or not you want to delete saved data. Go to YES, and when you go to championship mode, it will be just like the first time you turned it on.

#### Ring Select

At the options screen, press C-Right, R, C-Right, R, Z. From now on, every time Z is pressed, the current ring will advance to the next in the series.

To move in reverse, press C-Left, L, C-Left, L then press Z until you reach the desired level.

#### Swelling Heads

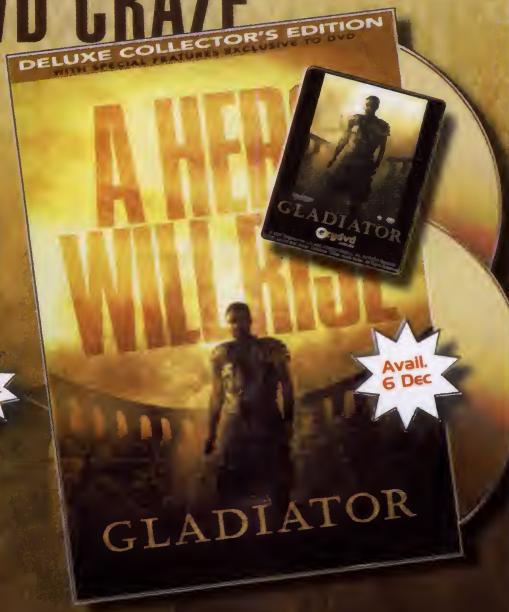
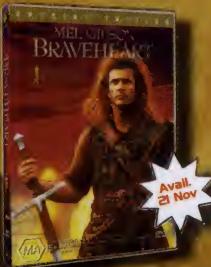
At the title screen, press C-Left 7 times, then press L, Z. This will cause the wrestler's heads to swell with each hit. A tone will confirm the code.

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# Buyer's Guide



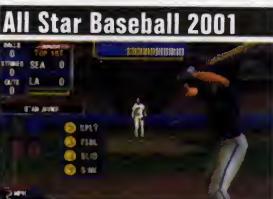
The essential N64 checklist. Don't buy anything without checking its score here first.

INDEX	
Essential Purchase	
Good Buy	
Not Bad	



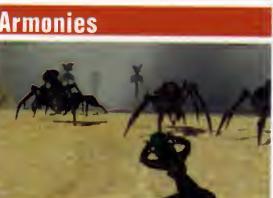
Reviewed issue #5  
Racing • 1 1 1 1 Overall 93%  
Nintendo • Rumble • \$99.95

- One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics make this game a dream to look at and it handles just like you'd expect a real snowboard to feel. A definite purchase, even for those who don't like the sport.



Reviewed issue #29  
Baseball • 1 1 1 1 Overall 91%  
Acclaim • Rumble • \$99.95

- The last of Acclaim's N64 baseball titles. It builds on the previous two games but doesn't really add much new. If you have the early games it may be best left on the shelf. If you're yet to try the All Star series then this is the one to get.



Reviewed issue #24  
Shooter • 1 1 1 1 Overall 78%  
Acclaim • Rumble • \$99.95

- The shooting action is adequate, if a little dull, and the control is slippery but it looks nice and it's not a bad shooter. The problem is that there are at least five better shooters available.



Reviewed issue #32

Action • 1 1 1 1 Overall 83%  
300 • Rumble • \$99.95

- The Desert Strike version of the popular Army Men series.



Reviewed issue #22  
Shooter • 1 1 1 1 Overall 82%  
Nintendo • Rumble • \$99.95

- There are plenty of tough objectives and meaty weapons to make this toy soldier shooter highly enjoyable. Be warned that the sluggish controls make it more about thinking than reflexes.

## Banjo-Kazooie

Reviewed issue #07  
3D Platformer • 1 Overall 95%  
Nintendo • Rumble • \$49.99

- One of the best looking and most enjoyable games. Huge, beautiful 3D worlds are full of simple and complex tasks that will see players glued to this game for weeks on end.



Reviewed issue #15  
Racing • 1 1 1 1 Overall 91%  
Electronic Arts • Rumble • \$79.95

- That's right boys and girls. There's a new best racer in town. It may lack the high performance cars but it does however have a lot of a small word called "fun".

## Body Harvest

Reviewed issue #09  
3D Shooter • 1 Overall 68%  
Gremlin • Rumble • \$99.95

- On your time travelling, alien slaying mission you get to control over 60 different vehicles. Nice ideas are ruined by the

game's sloppy 3D engine.

## Bomberman 64: 2nd Attack

Reviewed issue #30  
Platform • 1 1 1 1 Overall 68%  
Hudson Soft • Rumble • \$89.95

- Three strikes and you're out. It's time for Bomberman to retire.

## Carmageddon



Reviewed issue #16  
Racing • 1 1 1 1 Overall 81%  
Ozisoft • Rumble • \$99.95

- There's some great fun to be had making messy roadkill of the various zombies and some of the weapons are a laugh but the novelty value does tend to wear off quickly.

## Castlevania



Reviewed issue #14  
3D Platform • 1 Overall 87%  
GT Interactive • Rumble • \$99.95

- Konami have updated their classic 2D platforming game-play by introducing an epic quest and a sprawling 3D world to explore.

## Castlevania: Legacy of Darkness



Reviewed issue #25  
3D Platform • 1 Overall 85%  
GT Interactive • Rumble • \$99.95

- Last year's Castlevania title lacked long-term appeal. With a couple of new levels and three new characters to offer anywhere near as much fun. A great driving game with a huge

worthwhile game (not if you already have the original though).

## Command & Conquer



Reviewed issue #19  
Strategy • 1 Overall 79%  
Nintendo • Rumble • \$99.95

- A perfect conversion of the PC classic. Command & Conquer lets you control an entire army. Although a little fiddly with the analogue stick, this game is well worth the purchase for strategy buffs.

## Cyber Tiger Woods Golf

Reviewed issue #29  
Golf • 1 1 1 1 Overall 79%  
EA Sports • Rumble • \$99.95

- This game screams, "Licence Sales" so loudly that it is deafening. Hiding underneath is an average arcade golf game that can be fun for a while. Mario Golf would definitely be a better purchase.

## Daikatana



Reviewed issue #27  
Shooter • 1 1 1 1 Overall 84%  
Playcorp • Rumble • \$79.95

- The shooting action in this game is solid but it is overshadowed by the Turoks and Perfect Darks of this world.

## Diddy Kong Racing

Reviewed issue #01  
Racing • 1 1 1 1 Overall 92%  
Nintendo • Rumble • \$79.95

- DKR's single player game surpasses Mario Kart's in every way but, unfortunately, the multiplayer mode doesn't offer anywhere near as much fun. A great driving game with a huge

adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. An excellent game.

## Disney's Tarzan



Reviewed issue #26  
2D Platform • 1 Overall 71%  
Activision • Rumble • \$99.95

- Graphically this game looks fine but the 2D scrolling action really can't compare to today's epic 3D extravaganzas.

## Donkey Kong 64



Reviewed issue #23  
3D Platform • 1 1 1 1 Overall 98%  
Nintendo • Rumble • \$79.95

- Banjo was an enjoyable clone of Mario, but with DK 64 there is no doubt that Rare has surpassed Nintendo's classic by immense proportions. The graphics are absolutely stunning, the worlds are immense and controlling five main characters (packing weapons) ensures that this game will keep you glued for a long time. There's also a highly enjoyable multiplayer mode. Unbeatable gaming fun!

## Duck Dodgers



Reviewed issue #32  
3D Platform • 1 Overall 88%  
Ozisoft • Rumble • \$89.95

- Another Looney Tunes game but this one's actually fun to

play. Not quite in the league of Banjo or Rayman but still very nice.

### Duke Nukem: Zero Hour



Reviewed issue #19  
3D Shooter • Overall 83%

GT Interactive • Rumble • \$99.95

- Duke Nukem tries it Lara Croft style in his new 3rd-person adventure. The game's Duke-humour is rife with sexual innuendo and an abundance of blood letting. Cool!

### Earthworm Jim 3D

Reviewed issue #23

3D Platform • Overall 69%

Interplay • Rumble • \$99.95

- The game has an off-beat story and objectives but the graphics are ordinary and the platform action is surpassed by many other games. The camera can also be very painful at times.

### Excitebike 64



Reviewed issue #30  
Racing • Overall 92%

Nintendo • Rumble • \$79.95

- After a hand full of mediocre titles the N64 finally has an excellent motorcycle racing game.

### F1 World Grand Prix 2



Reviewed issue #19  
Racing sim • Overall 92%

Paradigm • Rumble • \$99.95

- Basically a clone of its prequel, this racer boasts very few unique or new features. That said, this game's worth the purchase for anyone who doesn't own the original.

### F-Zero X

Reviewed issue #08  
Racing • Overall 92%

Nintendo • Rumble • \$99.95

- Fast, furious gameplay combined with the smoothest visu-

als in any racing game on the N64 (60 frames per second) make this one hell of a ride. The multiplayer mode is brilliant.

### FIFA '99

Reviewed issue #13  
Soccer • Overall 90%

Electronic Arts • Rumble • \$99.95

- Beautiful hi-res graphics, smooth control, a huge list of options and excellent sound make FIFA '99 the best soccer game for the N64.

### Forsaken



Reviewed issue #04  
3D Shooter • Overall 83%

Acclaim • Rumble • \$99.95

- Forsaken is an enjoyable blast fest that takes you through a robot-controlled future. However, the gameplay doesn't compete with the likes of Goldeneye and Turok 2.

### Gauntlet Legends

Reviewed issue #20  
Adventure • Overall 91%

Nintendo • Rumble • \$99.95

- One of the better titles to grace the N64 recently, Gauntlet is a game which allows four player cooperative play and the ability to save and develop characters. An essential buy.

### Gex 3: Deep Cover Gecko



Reviewed issue #22  
3D Platform • Overall 66%

Ozisoft • Rumble • \$99.95

- A very limited amount of moves, simplistic controls and irritating wisecracks make this a very dull experience.

### Glover



Reviewed issue #11  
3D Platform • Overall 83%

Nintendo • No Rumble • \$99.95

- The aim of this original plat-



### Goldeneye

Overall 99%

#01 • 3D Shooter • Nintendo • Rumble • \$49.95

- Uh oh! After standing as the best multiplayer game for three years Goldeneye has been toppled by its pseudo-sequel Perfect Dark. If you don't already have this game: 1) you're an idiot and 2) go and buy Perfect Dark.

former is to collect magic balls in each level, then use the glove's various tricks to make your way to the exit. Too frustrating.

enhancing the strength of body parts according to the moves you choose, and the turn based fighting offers a lot of possibilities, but ultimately it's a bit frustrating and over too quickly.

### Goemon 2



Reviewed issue #15  
Platform • Overall 75%

GT Interactive • Rumble • \$99.95

- The 2D platforming action is enjoyable but it won't appeal to players brought up on a diet of mind-blowing 3D extravaganzas.

### Hydro Thunder



Reviewed issue #28  
Racing • Overall 81%

Playcorp • Rumble • \$79.95

- The racing action fails to deliver much speed but the graphics are brilliant and the control is smooth.

### Harvest Moon 64



Reviewed issue #26  
Farming • Overall 86%

Nintendo • Rumble • \$79.95

- The idea of a farming game may sound dull but this simulation has surprising depth and is recommended to anyone after something completely different.

### Indy Racing 2000

Reviewed issue #31  
Racing • Overall 93%

Infogrames • Rumble • \$89.95

- Round and round and round it goes. If stadium racing is your thing then this is, um, your thing, and in a video game no less, of course. I'm going to go now.

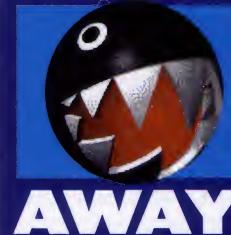


Reviewed issue #08  
Soccer • Overall 89%

GT Interactive • Rumble • \$79.95

- It has great ideas, like

# RUN AWAY!



Below is a list of games that you should not buy under any circumstances

Airboarders 64	53%
Asteroids Hyper 64	57%
Battlezone 64	37%
Bomberman Hero	43%
Brunswick Circuit Pro Bowling	16%
California Speed	54%
Chameleon Twist 2	49%
Chef's Luv Shack	52%
Dual Heroes	18%
ECW: Hardcore Revolution	53%
Fighter Destiny 2	56%
GASP	19%
Golden Nugget	29%
Holy Magic Century	53%
Jeremy McGrath Supercross 2000	53%
Knife Edge	32%
Milo's Astro Lanes	58%
NASCAR 2000	51%
NHL Pro '98	52%
Paperboy 64	31%
PGA European Tour	44%
Off Road Challenge	44%
Rampage 2: Universal Tour	43%
Rugrats	28%
Shadowgate	33%
South Park Rally	37%
Starshot	37%
Superman 64	26%
Twisted Edge Snowboarding	31%
WCW Nitro	17%

- It's not as good as FIFA '99 but the solid gameplay and features like Team Edit provide some interest.

## Int. Soccer Superstar 2000



Reviewed issue #33  
Soccer • 4/5 Overall 91%  
Konami • Rumble • \$89.95

- The latest update to the popular soccer series

Very tough though.

## Ken Griffey Jr.'s Slugfest



Reviewed issue #17  
Baseball • 4/5 Overall 61%  
Nintendo • Rumble • \$99.95

- ASB 2000 is still easily the best baseball game but if you want to have another hit, try this.

- difficult genre to make enjoyable and this game's poor graphics and uninspired game-play make it a boring purchase.

## Lego Racers



Reviewed issue #23  
Racing • 4/5 Overall 84%  
Nintendo • Rumble • \$99.95

- Imaginative weapons and a great toy theme make this a solid clone of Mario Kart. While the ability to use Lego blocks to build your own cars is great, the lack of a four player mode is a big disappointment.

## Kirby 64



Reviewed issue #31  
2D Platform • 4/5 Overall 93%  
Nintendo • Rumble • \$79.95

- An unlicensed button bashing extravaganza that may have been a fun game... in 1985.

## Lode Runner 3D



Reviewed issue #16  
Puzzle • 4/5 Overall 66%  
Ozisoft • Rumble • \$99.95

- I can't say that there's anything too exciting here but the game does retain some of the addictive game-play of the computer classic.

## Int. Track and Field 2000

Reviewed issue #31  
Sports • 4/5 Overall 66%  
Konami • Rumble • \$89.95

- An unlicensed button bashing extravaganza that may have been a fun game... in 1985.



Reviewed issue #22  
Shooter • 4/5 Overall 95%  
Nintendo • Rumble • \$79.95

- Rare's typical perfection ensures that this science fiction movie styled title plays like a dream. Three main characters, incredible weapons, a huge adventure and millions of aliens to use for target practice, make this an awesome experience.

## Knockout Kings 2000



Reviewed issue #23  
Boxing • 4/5 Overall 76%  
Electronic Arts • Rumble • \$99.95

- A serious boxing game is a

## Lylat Wars

Reviewed issue #01  
3D shooter • 4/5 Overall 91%  
Nintendo • Rumble • \$99.95

- The graphics are slick, there is a good variety of vehicles and levels to keep you interested and the multiplayer mode is quite enjoyable.



## Mario Kart 64

Overall 94%

#01 • Racing • 4/5 • Nintendo • No Rumble • \$49.95

- The single player game is a little shallow but the multiplayer game is where it's at. One of the N64's essential classics.

## Mace: The Dark Age



Reviewed issue #01  
3D Fighter • 4/5 Overall 84%  
GT Interactive • No Rumble • \$99.95

- Mace has some great looking characters and backgrounds. The combo system is a little lacking but the gore more than makes up for it.

## Madden NFL 2000

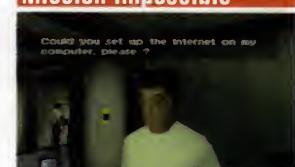
Reviewed issue #21  
Sports • 4/5 Overall 87%  
Electronic Arts • Rumble • \$99.95

- This game has improved vastly since last year's effort. The

- graphics are much crisper and it boasts the most realistic and detailed football game play ever.

of the best.

## Mission Impossible



Reviewed issue #08  
3D Shooter • 4/5 Overall 73%  
Nintendo • No Rumble • \$99.95

- This spy game borrows ideas from Goldeneye and adds some good ones of its own. Unfortunately the quality is patchy and there's no multiplayer mode.

## Monaco Racing GP 2



Reviewed issue #14  
Racing • 4/5 Overall 80%  
Ubi Soft • No Rumble • \$99.95

- Ubi Soft have created a slick arcade-style experience with Monaco 2. The game play lacks some of the detailed realism of F1 World GP but the control is very smooth.

## Monster Truck Madness

Reviewed issue #20  
Sports • 4/5 Overall 72%  
Nintendo • Rumble • \$99.95

- Not the best racing game on the N64, but it offers good multiplayer action. Unfortunately, MTM feels as though it isn't quite a finished game and doesn't offer any intense action. It's okay-ish.

## Mortal Kombat 4



Reviewed issue #07  
Fighting • 4/5 Overall 84%  
GT Interactive • Rumble • \$99.95

- MK4 turns out to be easily the best in its series and arguably the best fighting game on the N64.

## NBA Courtside 2

Reviewed issue #24  
Basketball • 4/5 Overall 78%  
Nintendo • Rumble • \$79.95

- A good all-round basketball sim that isn't as brilliant as NBA Live 2000 but it's definitely a solid buy.

**NBA Jam 2000**

Reviewed Issue #24  
Basketball • Overall 77%  
Acclaim • Rumble • \$99.95

- The addition of the new Jam mode provides some solid arcade action but the main simulation game is weak.

**NBA Live 2000**

Reviewed Issue #24  
Basketball • Overall 92%  
EA • Rumble • \$99.95

- The ultimate basketball game. The whole game has been improved significantly since last year's effort and now Jordan's been included and there's a new One-on-One mode. Essential!

**NBA Pro 2000**

Reviewed Issue #27  
Basketball • Overall 63%  
GT Interactive • Rumble • \$99.95

- Even on the third attempt Konami have failed to make a decent basketball game.

**NBA Showtime**

Reviewed Issue #24  
Basketball • Overall 78%  
GT Interactive • Rumble • \$99.95

- It lacks any realism at all but fans of insane arcade-style dunks will enjoy the action.

**NFL Quarterback Club 2000**

Reviewed Issue #21  
Sports • Overall 77%  
Acclaim • Rumble • \$99.95

- It's not a bad football game, but when you stack it up against the other football classics, other than tasty graphics, there's not much to find.

**NHL '99**

Reviewed Issue #11  
Hockey • Overall 91%  
Electronic Arts • Rumble • \$99.95

- This is easily the best hockey

game on the N64. It has all the options and plays you could ever hope for, plus the gameplay is perfect.

**NHL Breakaway '99**

Reviewed Issue #13  
3D Hockey • Overall 61%  
Acclaim • Rumble • \$99.95

- Anyone who has NHL Breakaway '98 may want to purchase this game if all they are after is some new box art. This game is a carbon copy of last year's efforts.

**New Tetris**

Reviewed Issue #20  
Puzzle • Overall 89%  
Nintendo - Rumble - \$99.95

- If you enjoy using your brain, you can never go wrong with Tetris. Plenty of features and groovy multiplayer modes should keep you happy for years.

**Nuclear Strike 64**

Reviewed Issue #24  
Action • Overall 78%  
GT Interactive • Rumble • \$99.95

- Flying around bombing enemies is cool for a while but the gameplay is purely retro fun because the gameplay has not changed at all since the 16-bit versions.

**Perfect Dark**

Reviewed Issue #30  
Shooter • Overall 101%  
Rare • Rumble • \$79.95

- This is the best game available on the N64 and it will probably not be beaten within the life of the N64. This is everything you could have wanted from Goldeneye's follow-up plus more. Forget all the other shooters and, even, forget all other genres. This is the game you have to have. With a massive single player game, cooperative, counter-operative

and the best multiplayer experience ever, this game will complete your life.

**Pilotwings 64**

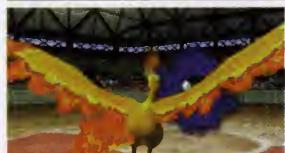
Reviewed Issue #01  
Flight Sim • Overall 94%  
Nintendo • No Rumble • \$99.95

- Plays and looks just like the real thing, and provides you with a great sense of immersion. You'll spend plenty of time exploring the huge maps and discovering all the secrets.

**Pokemon Snap**

Reviewed Issue #19  
Simulation • Overall 84%  
Nintendo • Rumble • \$99.95

- Sneak about in beautifully created Pokemon environments to snap a picture of the elusive Jigglypuff. Very easy to complete but great fun.

**Pokemon Stadium**

Reviewed Issue #27  
Fighting • Overall 93%  
Nintendo • Rumble • \$79.95

- This game allows you to take all of your Game Boy Pokemon and fight them against each other and your friends in full N64 polyglory. Ess action for all pokemaniacs!

**Quake 2**

Reviewed Issue #18  
3D Shooter • Overall 91%  
Activision • Rumble • \$99.95

- This game improves 500% over Quake 1. The graphics are much sharper, the gameplay is more responsive and the four player deathmatch is one of the best on the system.

**Rainbow 6**

Reviewed Issue #23  
Shooter • Overall 84%  
Jack of All Games • Rumble • \$99.95

- R6 is a good shooter that has plenty of great objectives and

**Operation Winback**

Overall 96%

#31 • Shooter • Ozisoft • Rumble • \$89.95

- WinBack is a great mixture of stealth action and stylishly choreographed moves. Sneaking around each mission, getting sadistic pleasure from controlling your super soldier as he dispatches thousands of evil henchmen is so cool. With meaty sounding weapons and a dynamite multiplayer mode WinBack is essential for every N64 owner.

an enjoyable two player cooperative mode. Unfortunately, the fact that it's easily finished and that there's no deathmatch means it has very poor long-term appeal.

controls, satisfying punches, interesting characters and a great tournament mode.

**Resident Evil 2**

Reviewed Issue #24  
Horror • Overall 91%  
Ozisoft • Rumble • \$99.95

- The PlayStation classic has arrived on the N64 and not only has all the gameplay, violence and video been maintained perfectly, but it boasts superior high resolution graphics and plenty of new options. Absolutely brilliant!

**Re-Volt**

Reviewed Issue #19  
Racing • Overall 81%  
Acclaim • Rumble • \$99.95

- The graphics are impressive, the sound is excellent and it's challenging. Unfortunately, if you're looking for a quick bash of action, you may find this a little difficult to master.

**Ready 2 Rumble**

Reviewed Issue #24  
Boxing • Overall 88%  
Playcorp • Rumble • \$99.95

- This arcade-style boxing game turns out to be arguably the best fighting game on the system because it has great

**Ridge Racer 64**

Reviewed Issue #27  
Driving • Overall 93%  
Nintendo • Rumble • \$79.95

- There is no question that this game is the best serious racing game on the system. Slick graphics, smooth control and

# B U Y E R S G U I D E

plenty of tracks make this a joy to play.

## Road Rash



Reviewed issue #22  
Racing • 1 1 1 • Overall 81%  
GT Interactive • Rumble • \$99.95

- The graphics are dull but the game boasts a super-smooth frame rate. This game is a lot of fun to play through yourself, but the real thrills come from pounding your mates off their motorcycles at insane speeds.

## Roadsters



Reviewed issue #23  
Racing • 1 1 1 • Overall 86%  
GT Interactive • Rumble • \$99.95

- A choppy frame rate is the only thing that spoils this, otherwise, highly enjoyable racer. Big cars, detailed backgrounds and smooth control make this one of the best serious racers.

## Rocket: Robot on Wheels

Reviewed issue #24  
Platformer • 1 • Overall 83%  
Ubi Soft • Rumble • \$99.95  
• This platformer features



## Tony Hawk Skateboarding

Overall 95%

#28 • Skateboarding • 1 1 • Activision • Rumble • \$79.95  
• This sports game offers all you could ever want: incredible stunts, a solid combo system, detailed environments to skate around and a silky frame rate. Essential!

incredibly original ideas because you must use your tractor beam to carry parts around and build many items but it is very difficult and will frustrate many players.

## Rogue Squadron



Reviewed issue #12  
Shoot 'em up • 1 1 • Overall 89%  
Nintendo • Rumble • \$99.95

- Fantastic hi-res graphics, great shoot 'em up gameplay and plenty of different missions, round out a great game. Lack of a multiplayer mode is a bummer though.

## Rush 2 Extreme Racing



Reviewed issue #13  
Racing • 1 1 • Overall 78%  
GT Interactive • Rumble • \$99.95

- Rush 2 is an enjoyable mixture of racing action and insane jumps. Rush 2 emphasises 'arcade' action with plenty of stunts and short-cuts. Don't expect serious racing though.

## Shadow Man

Reviewed issue #18

Action • 1 • Overall 94%

Acclaim • Rumble • \$99.95

- This game is brilliant. It finally gives the mature gamers something they can be proud of. It has everything we want: buckets of blood, a real storyline (not just save the F#@\*%\$ Princess), gruesome weapons and a really challenging and interesting adventure. Buy it now, it'll make you a man.

## Smash Bros



Reviewed issue #15  
Fighting • 1 1 1 • Overall 89%  
Nintendo • Rumble • \$99.95

- Mario, Link, Yoshi and Donkey Kong all in the one game: what more could you want? Lastability is, unfortunately, the answer. Four-way fights with your friends are great fun but you'll get sick of the single player game in a couple of days.

## South Park



Reviewed issue #13  
Shooter • 1 1 1 • Overall 61%  
Acclaim • Rumble • \$99.95

- This game is a shooter with a twisted sense of humour that captures a lot of the style of the cartoon. Unfortunately, the gameplay is repetitive and gets boring quite quickly.

## Snowboard Kids 2



Reviewed issue #15  
Racing • 1 1 1 • Overall 64%  
Nintendo • Rumble • \$99.95

- The first game came out during the N64's infancy when it was struggling to gain a collection of quality titles. A year later, things are very different.

## Spacestation Silicon Valley

Reviewed issue #11  
3D Platformer • 1 • Overall 88%  
Directsoft • Rumble • \$99.95

- The original and addictive gameplay will grab you. You're

a microchip which must complete tricky puzzles by taking control of over fifty different animals.

## Starcraft



Reviewed issue #23  
Strategy • 1 1 • Overall 90%  
Nintendo • No Rumble • \$99.95

- The Real Time Strategy classic has been ported to the N64 in all its glory. It slows down a bit in the two player vs. mode but other than that, this game is a great purchase for sim fans.

## Star Wars Episode 1 Racer



Reviewed issue #17  
Racing • 1 1 • Overall 89%  
Nintendo • No Rumble • \$99.95

- With over twenty racing pods and more tracks than you can poke a lightsaber at, this game will keep you glued to the television for months. It's a bit easy though.

## Super Mario 64



Reviewed issue #01  
3D Platformer • 1 • Overall 100%  
Nintendo • No Rumble • \$49.95

- Another game that has been toppled by Perfect Dark, although it is still the first best platformer. Banjo and Donkey Kong are just pretenders to the throne. An essential classic.

## Supercross 2000



Reviewed issue #24  
Racing • 1 1 1 • Overall 77%  
EA • Rumble • \$99.95

- The game has great music featuring Living End and the graphics are very crisp but racing around the painfully similar

dirt bike tracks gets dull very quickly.

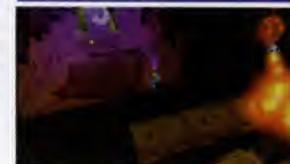
## Taz Express



Reviewed issue #29  
3D Platformer • 1 • Overall 81%  
Ozisoft • Rumble • \$99.95

- Cartoon characters are great to feed into the platform game licensing machine and Looney Tunes' Taz Devil is no different. It's hard to go wrong with bright, colourful graphics and the gameplay isn't too bad either.

## Tonic Trouble



Reviewed issue #20  
3D Platformer • 1 • Overall 79%  
Nintendo • Rumble • \$99.95

- Another good 3D platformer that fails to capture the magic and charm of Mario 64 and Banjo-Kazooie. However, if you already own the said two, this game is well worth a try.

## Top Gear Hyper Bike



Reviewed issue #27  
Racing • 1 1 1 • Overall 84%  
Playcorp • Rumble • \$79.95

- This game boasts both dirt bike racing and high-speed superbike racing, and both modes play well.

## Top Gear Overdrive



Reviewed issue #12  
Racing • 1 1 1 • Overall 78%  
Nintendo • Rumble • \$99.95

- As a sequel to Top Gear Rally, TGO sadly retains many of the original's faults, like twitchy control. On the positive side, it has nice backgrounds and runs smoothly.



### Top Gear Rally

Reviewed issue #01

Racing • ↑↑ Overall 87%

Nintendo • Rumble • \$99.95

- TGR's graphics are simple but highly polished. Troubles do arise with the control of the faster cars, but it's still easily one of the best rally games on any system.



### Top Gear Rally 2

Reviewed issue #23

Racing • ↑↑↑ Overall 77%

Playcorp • Rumble • \$99.95

- This game is a solid attempt at rally racing which unfortunately fails to reach the quality of the first game or to stand out from the many other racers on the N64.



### Toy Story 2

Reviewed issue #24

Platformer • ↑ Overall 61%

Activision • Rumble • \$99.95

- Dull platforming action may provide youngsters with some satisfaction but the rest of us will be asleep before the first level is finished.



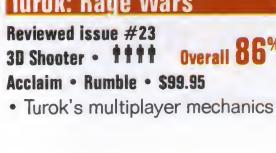
### Turok Dinosaur Hunter

Reviewed issue #01

3D Shooter • ↑ Overall 88%

Acclaim • No Rumble • \$99.95

- A great 1st-person shooter that offers incredible weapons and a huge quest filled with bionic dinosaurs.



### Turok: Rage Wars

Reviewed issue #23

3D Shooter • ↑↑↑ Overall 86%

Acclaim • Rumble • \$99.95

- Turok's multiplayer mechanics

have been tightened a lot since Turok 2 to provide us with a deathmatch experience with a lot of appeal. The ability to add in computer Bots and play cooperatively with friends are great additions but remember there's no 'real' single player game.



### Turok 3: Shadow of Oblivion

Reviewed issue #33

Shooter • ↑↑↑ Overall 93%

Acclaim • Rumble • \$99.95

- The final chapter in the saga of the Dinosaur Hunter.



### Vigilante 8: 2nd Offense

Reviewed issue #26

Combat • ↑↑↑ Overall 82%

Activision • Rumble • \$99.95

- Solid combat and multiplayer action but nothing in the way of innovations over its prequel.



### WCW Mayhem

Reviewed issue #22

Wrestling • ↑↑↑ Overall 78%

Electronic Arts • Rumble • \$99.95

- The gameplay is fast and there are plenty of options. Unfortunately, it lacks the detail of Acclaim's wrestlers and the charm of THQ's WCW games.



### WCW v.NWD Revenge

Reviewed issue #11

Wrestling • ↑↑↑ Overall 91%

GT Interactive • Rumble • \$99.95

- Everything has been improved for this sequel. There are now 60 wrestlers and a character creation mode. The original was so good though, that it may not be worth the money to upgrade.



### WWF Attitude

Reviewed issue #19

Wrestling • ↑↑↑ Overall 89%

Acclaim • Rumble • \$99.95

- It's time to bend someone into more shapes than Monica Lewinski, because Acclaim have given us a brilliant wrestler. It's not as easy to pick up as the WCW titles but it's incredibly detailed.



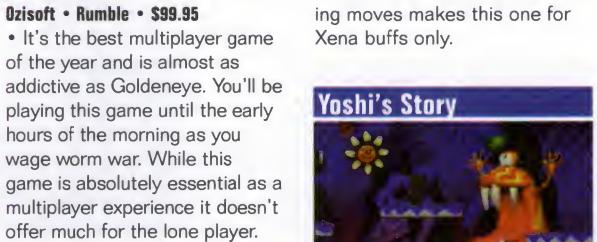
### WWF Wrestlemania

Reviewed issue #24

Wrestling • ↑↑↑ Overall 80%

GT Interactive • Rumble • \$99.95

- Great wrestling action featuring all of the WWF stars, unfortunately, the gameplay is identical to WCW Revenge, so anyone avoid this if you already have the game.



### Wave Race 64

Reviewed issue #01

Jet Ski Racing • ↑ Overall 91%

Nintendo • No Rumble • \$99.95

- Wave Race has the most realistic controls of any racer on the N64. The water effects will amaze you. The way the jet ski handles and the attention to detail in the game is brilliant.



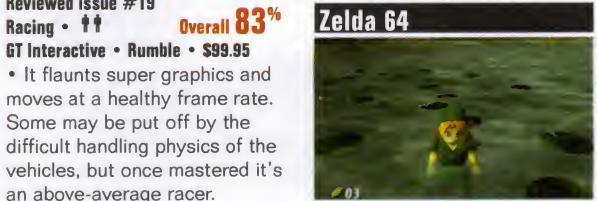
### World Driver Championship

Reviewed Issue #03

2D Platform • ↑ Overall 82%

Nintendo • No Rumble • \$99.95

- Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.



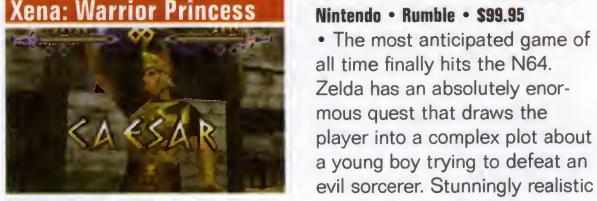
### WipeOut

Reviewed issue #09

Racing • ↑↑ Overall 83%

GT Interactive • Rumble • \$99.95

- It flaunts super graphics and moves at a healthy frame rate. Some may be put off by the difficult handling physics of the vehicles, but once mastered it's an above-average racer.



### Xena: Warrior Princess

Reviewed issue #23

Fighting • ↑↑↑ Overall 79%

GT Interactive • Rumble • \$99.95

- The four player fighting action is amusing for a while but a poor frame rate and boring

moves makes this one for Xena buffs only.



### Yoshi's Story

Reviewed Issue #03

2D Platform • ↑ Overall 82%

Nintendo • No Rumble • \$99.95

- Impressive 2D visuals hide a severe lack of length and challenge. Probably the best 2D platformer on the system.



### Zelda 64

Reviewed issue #12

RPG • ↑ Overall 98%

Nintendo • Rumble • \$99.95

- The most anticipated game of all time finally hits the N64. Zelda has an absolutely enormous quest that draws the player into a complex plot about a young boy trying to defeat an evil sorcerer. Stunningly realistic graphics and perfectly balanced gameplay will have players mesmerized for months as they conquer every dungeon and explore every corner of its amazing world.

Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer magazines! Also, if you are looking for some cheap carts to pick up, this is the place to be!

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**germian@iprimus.com.au**

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**WWF Attitude and Rayman 2** - \$40 each or \$75 for both.  
*Paul, Eastwood*

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**Game Boy Color** - \$99, Pokemon Red - \$20, Game Boy Gallery 3 - \$15, Dragon Ball Z (GB) - \$20, or all for \$140. Mario Kart - \$25, Jet Force Gemini - \$45, Goldeneye - \$30, or all for \$130.

*Jerry Zhou, Kogarah*

**(02) 9587 1674**  
**Jerryzo@hotmail.com**

**Nintendo 64**, 3 controllers, mem pak, and 10 games; Mission Impossible, Top Gear overdrive, Penny Racers, F-Zero X, SF Rush, Extreme G, Mario, Wave Race, Mario Kart, Diddy Kong Racing - \$300.  
*Neville, Macksville*

**(02) 65682558 or 0418282760**

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**Andrew, Sydney**  
**Froggie@goconnect.net**

**Pokemon Stadium** (with transfer pak) - \$75, Pokemon Red - \$20, Pokemon Yellow - \$25, Pokemon Pinball - \$35, HSV Adventure Racing - \$60.  
*Shane, Wollongong*

**(02) 4227 2887**  
**Burger73@hotmail.com**

**Gauntlet Legends** - \$25, WWF Attitude - \$25, Rayman 2 - \$25.

**Donkey Kong** - \$35, or all for \$100

*Paul, Eastwood*  
**(02) 9874 6195**

**WWF Warzone** - \$40, Diddy Kong Racing - \$40, Pokemon Stadium - \$65, Mario Party - \$35, Mission Impossible - \$40, Donkey Kong Country (GBC) - \$10, Tetris (GBC) - \$10.  
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*Luke, Hastings*

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**95102043**

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*Libby, Preston*

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**WWF Attitude** - \$30, HSV Adventure Racing (Beetle) - \$30, Star Wars Racer - \$25, or all for \$65. Will consider swapping.  
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*Ben Fitzpatrick, Maldon*  
**(03) 5475 1097**

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**Star Wars Rogue Squadron** - \$40, Super Mario 64 - \$35, Tetrisphere - \$30, or all for \$90. Will swap for Space Station Silicon Valley, Mario Party or Command and Conquer.  
*Michael, Thornlands*  
**(07) 32063252**

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*Ricky Foran, Mount Louisa*  
**(07) 4774 5729**

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**coolboyking@hotmail.com**

**Will swap** Goldeneye with all cheats for Pokemon Snap, Pokemon Stadium or Super Smash Bros.  
*Bradley Thomas, Hoghenden*  
**(07) 4741 1914**



Top Gear Rally - \$20, Mario 64 - \$25, Game Boy Gallery - \$10, or will swap for Wave Race, 1080 Snowboarding or Pilotwings.  
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## ACT

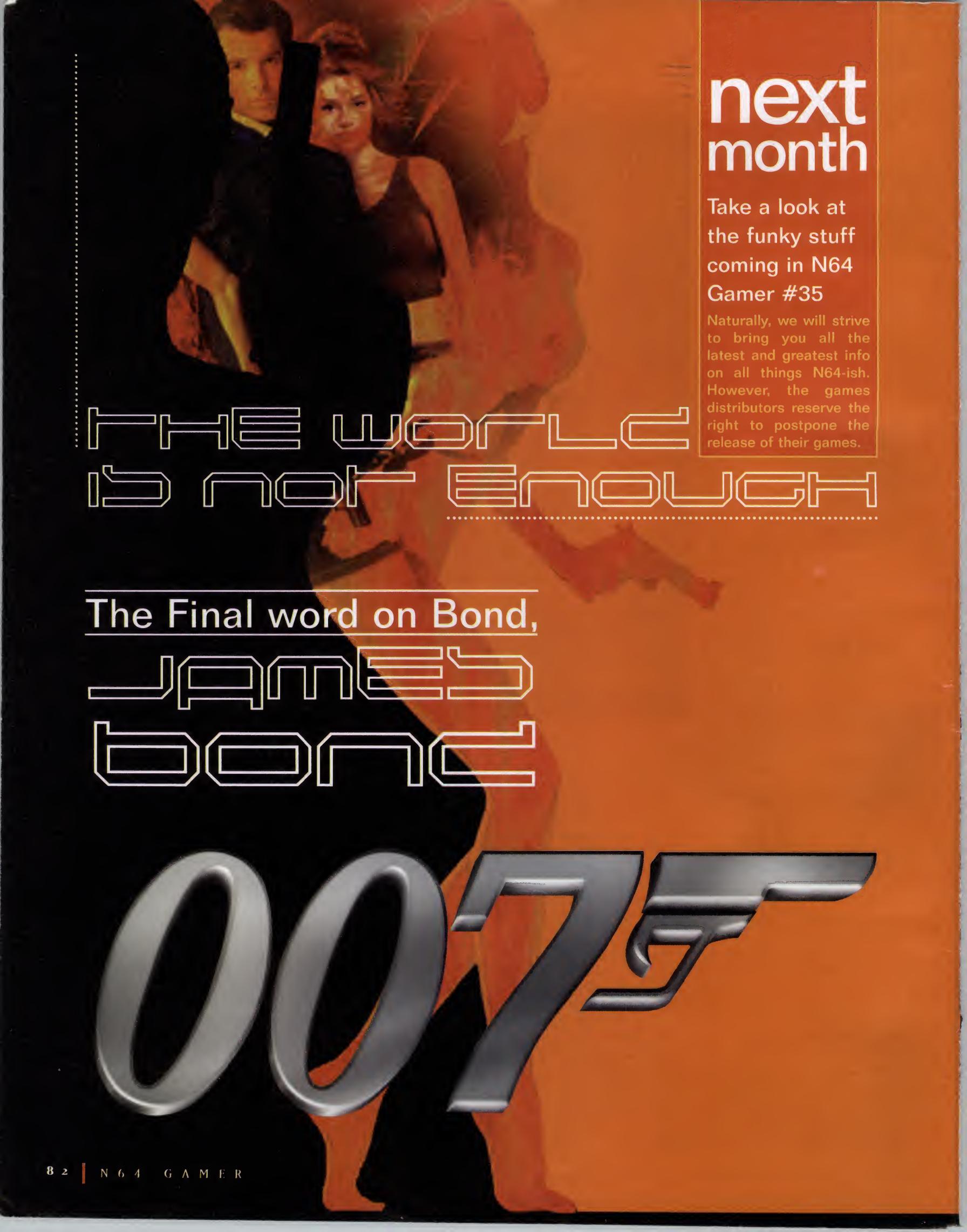
**Star Wars Racer**, Buck Bumble, Gauntlet Legends, Top Gear Overdrive, Body Harvest, Killer Instinct Gold, Automobili Lamborghini, SCARS. From \$15-\$30.  
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